

THE

REQUIRES THE DUNGEONS AND DRAGONS®
PLAYERS HANDBOOK FOR USE

WITCH'S HANDBOOK

MASTER
CLASS



d20
system

BY STEVE KENSON



GREEN RONIN
PUBLISHING

CRR1302

THE WITCH'S HANDBOOK

A MASTER CLASS™ D20® SYSTEM SOURCEBOOK

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 Special Thanks to Sword & Sorcery Studios, whose ritual rules are the basis for the system presented in this book.
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The following text is designated as Open Game Content: the witch core class and all prestige classes and NPCs in Chapter 1, Chapters 2-4.

Printed in the U.S.A.

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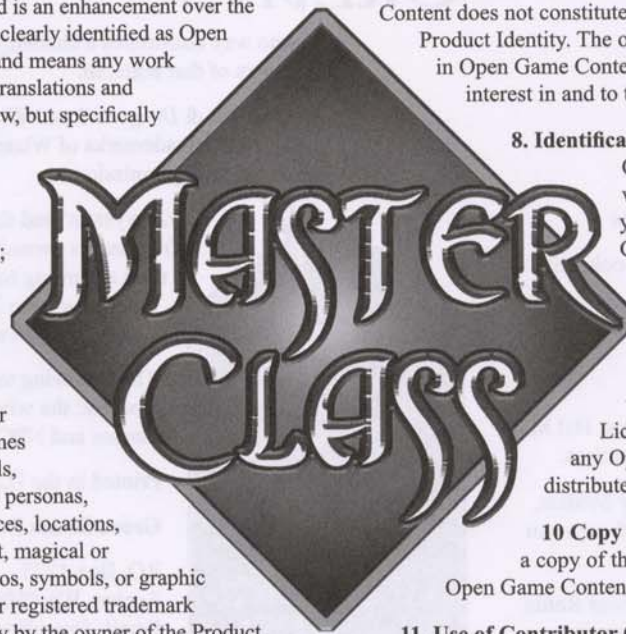
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INTRODUCTION

The witch has long been a major archetype in both mythology and fantasy literature: From the bent and evil old crone living in a hut in the woods to the beautiful and powerful witch-queen enralls men's hearts. Witches often embody female empowerment: Representations of strong, powerful women capable of handling their own affairs or symbols of a culture's fear of feminine power embodied as cackling, evil hags. Witches are both wonderful heroes and terrible monsters.

Witches and witchcraft grow from strong roots in folk tradition and fairy tales, even more than stories of wizards and sorcerers. The *Witch's Handbook* looks at this unique form of arcane magic, born not of intellectual study and research, nor of the power inherent in the blood, but from an understanding of nature and simple hearth wisdom. Witches add a new dimension to spellcasters in a campaign, with an approach to magic that is subtle and careful, powerful in its own way.

- HOW TO USE THIS BOOK -

The *Witch's Handbook* is organized in chapters that cover information about witches and witchcraft, their traditions, history, abilities, rites, and more. This book includes everything needed to play witch characters in your campaigns or use them as nonplayer characters.

Chapter One: The Way of the Witch describes the witch character class and its abilities. It provides several witch-related prestige classes, along with an overview of the traditions of witchcraft and the roles of the witch in history and mythology. Each class in this chapter also has two or more sample characters, suitable for use as nonplayer characters (or even player characters) in a campaign.

Chapter Two: Skills and Feats covers applications of existing skills specific to witches, with an emphasis on the Heal and Profession (herbalist) skills. It also offers a number of new feats suitable for witch characters, including new metamagic feats to enhance the witch's style of subtle ritual magic. Many of these feats are also usable with other character classes (at the GM's discretion).

Chapter Three: Tools of the Craft describes all the various tools and implements that witches use. It includes a look at herbalism and the medicinal and magical uses of herbs and plants. There is material on alchemical concoctions, ritual tools and components and finally magic items created and used by witches.

Chapter Four: The Craft of the Wise delves into the magical side of witchcraft. It begins with rules for ritual and cooperative spellcasting, granting witches (and other spellcasters) greater flexibility and power in exchange for more time, effort, and preparation. This is followed by the witch spell list and descriptions of various new spells, along with notes on modifying and expanding some existing spells to suit the style of witchcraft.

- WORDS TO THE WISE -

The *Witch's Handbook* discusses certain real-world things in the context of a fantasy setting. Just so there's no confusion, let's clarify a few points.

Feminine pronouns (she, her, and so on) are used throughout the book when referring to witches because witches are traditionally seen as female and strongly associated with feminine principles. However, this is in no way intended to imply that men cannot be witches. (This is discussed further in Chapter One.)

While this book draws upon many of the same myths, legends, and beliefs as modern neo-pagan religions such as Wicca, it should not be considered a guide to any sort of real-world neo-pagan religious practice, nor any reflection upon modern neo-pagans or their beliefs. There are numerous books and guides to witchcraft as a religion and spiritual practice, but this is not one of them. The *Witch's Handbook* is no more an accurate guide to historic or modern witchcraft than clerics are the same as medieval priests, druids the same as the priesthood of the ancient Celts, or monks the same as the monks of the Shaolin Temple.

Likewise, the information on herbalism in this book should *not* be taken as a real guide to medicinal or therapeutic herbs and plants. There are many, many comprehensive books on the subject for those interested in learning about the real world applications of herbalism and herbal medicine. This book focuses on how to enhance the Profession (herbalist) and Heal skills in your games, with enough herbal information for color and verisimilitude. In fact, a great many of the herbs, plants, and even maladies mentioned in this book are completely fictional.

In short, this book is intended for playing roleplaying games and nothing else. The material in it is presented in the spirit of fun and enjoyment, not to educate or to parody.

CHAPTER ONE: THE WAY OF THE WITCH



- CHAPTER ONE -

THE WAY

OF THE WITCH

Witches draw their magical knowledge and power from simple folk wisdom and lore rather than the arcane theories and tomes of wizards. Theirs is a humble and unassuming craft, practiced secretly in the towns and villages of the world. This chapter describes the witch class and its abilities. It provides a number of prestige classes associated with witches, along with background on the Craft and its practices.

- THE WITCH CORE CLASS -

For wizards, magic is an art, both scholarly and complex, to be studied and mastered. For sorcerers, it is a talent, born in their blood, to be practiced and strengthened. For divine spellcasters such as clerics, druids, and shamans, magic is a gift, whether from the gods, the natural world, or the spirit world.

And for some, magic is a craft, one of the oldest crafts, time-honored and handed down from generation to generation. It is the craft of weaving and making, the craft of charms and spells, the Craft of the Wise Ones, witchcraft.

The witch is a spellcaster who sees magic as a humble craft to be practiced and learned like any other. Witches are often rural folk, but that doesn't mean they're not every bit as sophisticated as other spellcasters.

ADVENTURES

Witches tend to be earthy folk and enjoy the simple pleasures of life. They adventure for a number of reasons. The most common are a thirst for knowledge and a chance to see the world. They seek out rare plants and herbs, gather knowledge from distant places, and then pass their lore on to worthy apprentices. Witches also adventure for all the various reasons other characters do, from wealth to excitement to opportunities to do good deeds or gather power.

CHARACTERISTICS

A witch's power lies in her craft, both her knowledge of magic and of lore. Witches cast spells that are subtle compared to the flashy and direct magic of wizards and sorcerers. Their powers focus on charms, enchantments, protection, healing, and transformation, not bolts of fire and lightning or conjuring monsters. Witches therefore rely on subtlety and patience to accomplish their goals. A lock of hair and a ritual done by the dark of the moon can be more effective than all the fire and bluster in the world.

Witches also cooperate more effectively than most arcane spellcasters. Sorcerers tend to be a solitary lot, and even wizards often prefer to work alone, or only in the company of their apprentices. Witches, on the other hand, often gather in groups known as covens, to exchange knowledge and assist each other in times of need. A coven of witches, working together, can exert great magical power.

Worldlier than wizards, witches have opportunities to develop many other skills in addition to their arcane ones. They are proficient with simple weapons and typically learn the lore of herbs and of healing. The flip side of this is the fact that herb lore can be used to create many baneful effects, including poisons.

ALIGNMENT

The craft helps to create an understanding of the balance inherent in all things: light and dark, life and death, summer and winter. Witches tend to include neutrality somewhere in their alignment, being able to see both sides of things. No particular alignment is required to practice the craft, however, and witches of all alignments are known.

RELIGION

Witches venerate rural nature deities most often, the same deities worshipped by the country folk they live among and serve. They honor the forces and the cycles of nature in their rituals as well. Some witches are quite active in their worship, even becoming priestesses and priests of their gods, while others are devout, but no more involved than any other worshipper. Others still pay only lip service to their deities, devoting more of their energies to their craft than to spiritual matters.

BACKGROUND

The craft is traditionally passed down from teacher to student across the generations. Unlike wizards, witches aren't trained in academies or schools of magic, they learn from their elders while serving as apprentices. Sometimes a witch may come from a family of witches, in which case the craft is passed from one generation to the next. Others are apprenticed to an elder witch, or sometimes even to a coven, and learn from them. In times past, stodgy wizards and pious clerics have misunderstood and mistrusted witchcraft, so witches commonly keep their practices and their teachings to themselves.

Despite distances and differences in culture, witches tend to recognize each other as practitioners of the craft and respect other witches, regardless of alignment or other things that may set them at odds.

CHAPTER ONE: THE WAY OF THE WITCH

RACES

Witches are most common among rural folk that live close to nature. Humans and halflings often have witches living among them. Gnomes are well suited to learn the craft: rural, in touch with nature, and gifted in glamour and illusion. Witches are also common among orcs and other humanoid races, more so than learned wizards, their lore more easily passed on than the unpredictable talent of sorcerers. Elven witches are surprisingly uncommon, since elves are more often drawn to the complex arts of wizardry than the humble craft of the witch, but half-elf witches are far more common, usually living in (or close to) a human community. Dwarf witches are also rare, respected and feared for their powers when they do appear.

OTHER CLASSES

Witches are particularly friendly with druids, with whom they share much in common, and rangers, who are also rural and outdoorsy folk. They command a measure of respect and fear from barbarians. Witches have no quarrel with clerics and wizards, although the reverse is not always true. Some clerics find witchcraft suspect because of its secrecy and the rumors that witches worship evil outsiders or forbidden deities (and some of them do). Wizards sometimes look down their noses at their "country cousins," refusing to believe that arcane knowledge could come from anywhere other than a musty old tome. Some paladins believe that "evil witch" is a redundant term, but any with a modicum of sense (and restraint) can tell a good witch from an evil one, and understand the difference. Other character classes have no particular feelings, good or bad, toward witches for the most part (and the same is true of witches toward them).

GAME RULE INFORMATION

Witches have the following game statistics:

ABILITIES

Wisdom determines how powerful a spell a witch can cast, how many spells a witch can cast per day, and how difficult those spells are to resist. To cast a spell, a witch must have a Wisdom score of 10 + the spell's level. A witch gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a witch's spell is 10 + the spell's level + the witch's Wisdom modifier. Witches benefit from a high Dexterity, since they wear little or no armor, and a good Constitution grants a few extra hit points and helps a witch to better survive in the rural environment they favor.

Alignment: Any.

Hit Dice: d4.

Starting Gold: 3d4 x 10 gp



CHAPTER ONE: THE WAY OF THE WITCH

TABLE 1-1: THE WITCH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						0	1	2	3	4	5	6	7	8	9			
1	+0	+0	+0	+2	Familiar	5	3	—	—	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Bonus feat	6	6	4	—	—	—	—	—	—	—	—	—	—
6	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—	—	—	—
7	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—	—	—	—
8	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—	—	—	—
9	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—	—	—	—
10	+5	+3	+3	+7	Bonus feat	6	6	6	6	5	3	—	—	—	—	—	—	—
11	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—	—	—	—
12	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—	—	—	—
13	+6/+1	+4	+4	+8	A thousand faces	6	6	6	6	6	6	4	—	—	—	—	—	—
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—	—	—	—
15	+7/+2	+5	+5	+9	Bonus feat	6	6	6	6	6	6	6	4	—	—	—	—	—
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—	—	—	—
17	+8/+3	+5	+5	+10	Timeless body	6	6	6	6	6	6	6	6	4	—	—	—	—
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3	—	—	—
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4	—	—	—
20	+10/+5	+6	+6	+12	Bonus feat	6	6	6	6	6	6	6	6	6	6	6	6	6

CLASS SKILLS

The witch's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skills points at 1st Level: (4 + Int modifier) x 4.

Skills points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the witch:

WEAPON AND ARMOR PROFICIENCY

Witches are proficient with all simple weapons. They are not proficient with any type of armor, or with shields. Armor of any type interferes with a witch's arcane gestures, which can cause her spells to fail (if those spells have somatic components). Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

SPELLS

A witch casts arcane spells from the witch spell list (see p. 56). Witches begin play knowing a limited number of spells. At each level, the witch learns one or more new spells, as indicated on the **Table 1-2: Witch Spells Known**. These spells must come from the witch spell list. Witches normally cannot learn or cast other arcane spells, although the GM may expand

the witch spell list, if desired. Witchcraft focuses on spells of divination, healing, illusion, and transformation, not some of the flashier magic (*fireball*, etc.) associated with sorcerers and wizards.

A witch is limited to casting a certain number of spells per day, but she does not need to prepare her spells in advance. She can cast any spell that she knows, provided she has an available spell slot of that level. Higher-level spell slots can also be used to cast lower-level spells, if desired. The number and level of spells a witch can cast per day improves with her level.

To learn and cast a spell, a witch must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for saving throws against witch spells is 10 + the spell's level + the witch's Wisdom modifier. Witches gain bonus spells per day based on their Wisdom score.

BONUS LANGUAGES

A witch may substitute Draconic or Giant for one of the bonus languages available to her normally because of her race. Arcane spells are often written in Draconic, so witches sometimes learn it as part of their studies, and witches have an ancient association with giants, so their language is sometimes used among them.

FAMILIAR

A witch can summon a familiar in exactly the same manner as a sorcerer. See the sorcerer description and the accompanying Familiars sidebar for details on the abilities of all the different familiars.

Witch familiars are often either black or pure white albinos with red eyes. Common familiars for witches include cats, owls, ravens, and toads.

CHAPTER ONE: THE WAY OF THE WITCH

TABLE 1-2: WITCH SPELLS KNOWN

Level	0	1	2	3	4	5	6	7	8	9
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	6	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	5	4	3	2	—	—	—	—	—
10	9	5	4	3	2	1	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	3	2	1	—	—	—
13	9	5	5	4	4	3	2	—	—	—
14	9	5	5	4	4	3	2	1	—	—
15	9	5	5	4	4	4	3	2	—	—
16	9	5	5	4	4	4	3	2	1	—
17	9	5	5	4	4	4	3	3	2	—
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

BONUS FEATS

Every five levels, a witch gains a bonus feat. This feat must be either a metamagic or item creation feat. These feats are in addition to the normal feats granted by the character's class level. Feats granted by overall class level and the bonus feat gained by human witches need not be a metamagic or item creation feat (although they can be). The witch must still meet the prerequisites of any bonus feats.

A THOUSAND FACES

At 13th level, a witch gains the supernatural ability to change her appearance at will, as if using the spell *alter self*.

TIMELESS BODY

At 17th level, a witch no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the witch still dies of old age when her time is up.

HUMAN WITCH STARTING PACKAGE

Armor: None, speed 30 ft.

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lbs., Large, Bludgeoning), Dagger (1d4, crit 19-20/x2, 10 ft., 1 lb., Tiny, Piercing), Light crossbow (1d8, crit 19-20/x2, 80 ft., 6 lb., Piercing).

Skill Selection: Choose a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor
Concentration	4	Con	—
Handle Animal	4	Cha	—
Heal	4	Wis	—
Knowledge (arcana)	4	Int	—

Skill	Ranks	Ability	Armor
Knowledge (nature)	4	Int	—
Profession (herbalist)	4	Wis	—
Spellcraft	4	Int	—
Wilderness Lore	4	Wis	—
Gather Information (cc)	2	Cha	—

Feat: Toughness.

Bonus Feat: Spell Focus (Enchantment or Transmutation)

Spells Known: 0—*dancing lights, detect magic, prestidigitation, read magic*; 1st—*charm person, silent image*.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Spell component pouch.

Gold: 3d4 gp

ALTERNATE WITCH STARTING PACKAGE

As human witch, except:

Race: Dwarf, elf, half-elf, half-orc

Armor: Speed 20 ft. (dwarf only).

Skill Selection: Choose a number of skills equal to 4 + Int modifier.

Bonus Feat: None.

ALTERNATE WITCH STARTING PACKAGE

As human witch, except:

Race: Gnome or halfling

Armor: Speed 20 ft.

Weapons: Club (1d6, crit x2, 10 ft., 3 lb. Medium-sized, Bludgeoning) instead of quarterstaff.

Skill Selection: Choose a number of skills equal to 4 + Int modifier.

Bonus Feat: None.

CHAPTER ONE: THE WAY OF THE WITCH

MULTICLASS WITCHES

Witchcraft is a demanding pursuit, so many witches choose to focus solely on their craft and never take levels in another class. Still witches are practical folk and are known to pick up some additional skills along the way. Also there are those who come to the craft later in life, after following another class for a while. Circumstances sometimes demand that a witch acquires other abilities.

The bardic arts compliment witchcraft quite well, and the magic of a bard enhances and works with a witch's skills in charms and enchantments. A wandering bard is often more welcome in a strange place than a traveling witch, so levels as a bard can allow a witch to more easily fit into cosmopolitan places such as cities and grand palaces.

Witches are often deeply spiritual, and may find themselves called to serve a particular deity or ethos. Witch/clerics are often influential leaders in their communities, depending on the deity that they serve. In other cases the forces of evil seduce witches, and they come to worship forbidden or corrupt deities, even drawing others into secret cults. Witches often approach their religious beliefs through the craft, making them less likely to join an established religion and more likely to practice their faith in secret. They are more likely to acquire certain prestige classes than to simply take levels in the cleric class (see **Prestige Classes**, p. 12, for more information).

Druids and witches share much in common, so much, in fact, that there is fairly little crossover between them. Although they cooperate freely, druids and witches tend to stick to their own magical paths for the most part. Sometimes a druid novice will learn some of the craft from a local witch or a witch will choose to honor and serve nature by becoming a druid, but generally they are content to remain separate.

Witches are not particularly warlike but they understand the need for strength of arms. Some witches choose to train as fighters to better protect themselves and their communities (or to better strike down their enemies). This is particularly true for witches living in warrior-cultures. Fighters in these cultures learn to respect the abilities of witches, and sometimes come to serve them as champions or protectors. They may even learn some of the craft themselves.

The ascetic discipline of the monk and the earthy nature of the witch exist in different worlds. Monasteries generally forbid the practice of witchcraft (or any discipline other than those they teach, for that matter). A monk cannot learn the craft without setting aside her discipline and training. Witches are usually too free-spirited for the life of a monk, although they can and do coexist peacefully with good and neutral monasteries, offering their humble skills in exchange for the goods and services the monks have to trade.

Although paladins understand that not all witches are evil, there's still a measure of mistrust toward the craft. It is not as pure and refined as a paladin's calling, too tangled up in rural matters and folk-beliefs. Certainly a paladin cannot learn witchcraft without setting aside her vows and risking the anger of her deities. It's a rare witch who hears and heeds the call to take up arms as a paladin, although there are stories of witches converted by the grace and dedication of other paladins to leave the craft behind and take up the cause. Of course, the stories are



told mostly by paladins, and not by witches, so they are far from objective truth.

For witches inclined to learn weapon and armor skills the ranger class is usually their first choice. Rangers study woodcraft and survival, just as witches do, and the abilities of the two classes compliment each other very well. A witch-ranger is a formidable force in the wilderness, able to combine magic and weaponry with tracking, hunting, and woodcraft. They are subtle in all things, from stealing into an enemy camp late at night to working spells by the light of the moon and the stars. Mysterious half-elven witch-rangers are known to aid communities in need of them, while gnoll witch-rangers are feared even by their own tribes for their powers.

Witches rarely become rogues and vice versa, except for evil witches who find the stealth and subtlety of the rogue a good compliment for their own slyness and need to lurk in the shadows. Witches interested in stealth and combat abilities are more likely to become rangers. Some rogues find a new life for themselves in the craft, largely putting aside their old ways, or sometimes using their craft skills to make them better rogues. Enchantments and transformations come in handy in a rogue's line of work.

Sorcerers sometimes learn the craft or witches may discover a talent for sorcery during their own studies. Witches and sorcerers sometimes strike sparks since sorcerers are often arrogant and assured in their power whereas witches stress subtlety and cooperation. A sorcerer can have a difficult time fitting into a witch coven or community, much as they don't quite fit in anywhere else. Some witches are a touch mistrustful of the wild and barely restrained power of sorcery.

If witches and sorcerers have difficulty getting along, it's nothing compared to the rift between witches and wizards. Witches consider wizards stuffy, arrogant academics solely

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OTHER CLASSES AS WITCHES

GMs may want to include witches in their campaigns without necessarily introducing a new core character class into the game, as this book does. One way of doing this is to use an existing class or classes and calling them "witches." Several of the existing spellcasting classes may fit the bill.

Witches may just be clerics — priestesses and priests — of a particular religion, possibly a religion that is forbidden or largely forgotten, except by the country folk who keep it alive. The clerical abilities of healing certainly fit with images of witches as healers, particularly if they compliment their spells with the Healing and Profession (herbalist) skills. The cleric spell list includes many spells suitable for witches, particularly healing spells, blessings, curses, and divinations. Applying the right clerical domains can round out the spell selection for clerical witches. Particularly appropriate domains include the four elements (Air, Earth, Fire, and Water), Animal, Healing, Plant, and Trickery.

Druids make excellent witches with only a small change to focus on their woodcraft and herbal lore over their function as nature priests (although that can also be a part of the witch's duties). A druid's *wild shape* ability fits stories of witches able to take on the forms of animals, and their animal companions may be the source of myths about witches' familiars (that or familiars may have been other witches in animal form). The druid spell list focuses more heavily on nature and elemental forces than the witch spell list does. The GM may wish to modify it by adding some additional enchantment, illusion, and transmutation spells, perhaps removing some of the druid's evocation spells in exchange.

Finally, sorcerers make effective witches, with their innate magical talents and their mysterious and solitary nature. Their hereditary powers tie in nicely with family traditions and lineages of witchcraft. Sorcerers have a considerably wider spell selection than witches do, but you can deliberately choose appropriate spells such as *bestow curse* and *polymorph other over shout* or *ice storm*.

You can even use all three of the above options: with clerics and druids functioning as totally different sects of divine witches and sorcerers as arcane witches with inborn talents. This will make witchcraft broader and more mysterious, although it will tend to become synonymous with "magic" in general, so be careful not to water down the witch image too much.

Regardless of which class or classes you choose to use as witches, they can benefit from the various feats and expanded skill descriptions in this book, allowing them to duplicate the abilities of legendary witches. You can also use the prestige classes in this chapter for characters other than witches without having to change their requirements at all.

concerned with their scrolls and tomes, shut up in their towers away from the real world. Wizards see witches as grubby country bumpkins tampering with forces that they barely understand and should leave to those better able to handle them. On the occasion when a witch chooses to learn wizardry, she is in for an uphill climb to attain the respect of other wizards. Few, if any, wizards choose to "lower" themselves to learning witchcraft, considering it inferior and incomplete in comparison to the true Art.

SAMPLE WITCHES

GMs can use the following for quick witch NPCs in adventures.

LOW LEVEL

Human Wit 4; HD 4d4; hp 11; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +1 melee (1d6, quarterstaff), +3 ranged (1d8, light crossbow); SA Spells; SQ Familiar benefits; AL any; SV Fort +1, Ref +2, Will +5; Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +9, Handle Animal +7, Heal +9, Knowledge (arcana) +8, Knowledge (nature) +8, Move Silently +3; Profession (herbalist) +9, Spellcraft +8, Wilderness Lore +7; Brew Potion, Spell Focus (Enchantment), Sympathetic Spell.

Familiar Benefits: Gives master +2 bonus on Move Silently checks (already factored into above statistics); grants master Alertness feat (when within arm's reach); master can share spells; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/4; DC 13 + spell level or DC 15 + spell level for enchantment spells): 0—*dancing lights, detect magic, light, mending, prestidigitation, resistance*; 1st—*change self, cure light wounds, sleep*; 2nd—*alter self*.

Possessions: Quarterstaff, dagger, light crossbow, spell component pouch, wand of *charm person*, *ring of protection* +1, *potions of cure moderate wounds, invisibility, and memory**

*New item described on page 43.

BLACK CAT FAMILIAR

HD 4; hp 5; Init +2; Spd 30 ft.; AC 15 (touch 14, flat-footed 13); Atk +4 melee (claw 1d2-4), +1 melee (bite 1d3-4); SQ Alertness, empathic link with master, improved evasion, shares spells with master; AL N; SV Fort +2, Ref +4 Will +5 Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7. Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claws, bite).

MID LEVEL

Human Wit 8; HD 8d4; hp 22; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +3 melee (1d6, quarterstaff), +6 ranged (1d8, light crossbow); SA Spells; SQ Familiar benefits; AL any; SV Fort +2, Ref +3, Will +7; Str 8, Dex 14, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Handle Animal +8, Heal +13, Knowledge (arcana) +9, Knowledge (nature) +12, Move Silently +4; Profession (herbalist) +13, Spellcraft +12,

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Wilderness Lore +9; Brew Potion, Empower Spell, Maximize Spell, Spell Focus (Enchantment), Sympathetic Spell.

Familiar Benefits: Gives master +2 bonus on Move Silently checks (already factored into above statistics); grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/7/6/3; DC 13 + spell level or DC 15 + spell level for enchantment spells): 0—arcane mark, dancing lights, detect magic, ghost sound, light, mending, prestidigitation, resistance; 1st—change self, command, cure light wounds, endure elements, sleep; 2nd—alter self, detect thoughts, invisibility; 3rd—bestow curse, magic circle against chaos/evil/good/law (choose one); 4th—polymorph self.

Possessions: +1/+0 quarterstaff, dagger, light crossbow, spell component pouch, wand of enthrall*, bracers of armor +1, ring of protection +1, potions of awakening**, cure moderate wounds, and invisibility.

*New spell described on page 42.

**New item described on page 42.

BLACK CAT FAMILIAR

HD 8; hp 11; Init +2; Spd 30 ft; AC 18 (touch 14, flat-footed 16); Atk +6 melee (claw 1d2-4), +3 melee (bite 1d3-4); SQ Alertness, can deliver touch attacks, can speak with master, empathic link with master, improved evasion, shares spells with master; AL N; SV Fort +2, Ref +4, Will +7; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7. Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claws, bite).

HIGH LEVEL

Human Wit 12; HD 12d4; hp 31; Init +2; Spd 30 ft.; AC 17 (touch 14, flat-footed 15); Atk +5/+0 melee (1d6+1, +2 quarterstaff), +8/+3 ranged (1d8, light crossbow); SA Spells; SQ Familiar benefits;

AL any; SV Fort +4, Ref +5, Will +11; Str 8, Dex 14, Con 10, Int 14, Wis 17, Cha 14.

Skills and Feats: Concentration +15, Handle Animal +8, Heal +15, Knowledge (arcana) +11, Knowledge (nature) +12, Move Silently +4; Profession (herbalist) +15, Scry +10, Spellcraft +14, Wilderness Lore +10; Brew Potion, Craft Wand, Craft Wondrous Item, Empower Spell, Heighten Spell, Maximize Spell, Spell Focus (Enchantment), Sympathetic Spell.

Familiar Benefits: Gives master +2 bonus on Move Silently checks (already factored into the above statistics); grants master Alertness feat (when within arm's reach); master can share spells with the familiar; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/7/7/6/5/3; DC 13 + spell level or DC 15 + spell level for enchantment spells): 0—arcane mark, dancing lights, detect magic, flare, ghost sound, light, mending, prestidigitation, resistance; 1st—change self, command, cure light wounds, endure elements, sleep; 2nd—alter self, cure moderate wounds, detect thoughts, invisibility, speak with animals; 3rd—bestow curse, dispel magic, enlarge familiar*, magic circle against chaos/evil/good/law (choose one); 4th—charm monster, polymorph self, scrying; 5th—break enchantment, eternal sleep; 6th—massmorph*.

*New spell described in Chapter 4 of this book.

Possessions: +2/+0 quarterstaff, dagger, light crossbow, spell component pouch, bracers of armor +3, ring of protection +2, potions of cure moderate wounds, invisibility, and sleeping draft*.

*New item described on page 44.

BLACK CAT FAMILIAR

HD 12; hp 15; Init +2; Spd 30 ft; AC 20 (touch 14, flat-footed 18); Atk +8 melee (claw 1d2-4), +5 melee (bite 1d3-4); SQ Alertness, can deliver touch attacks, can speak with master, can speak with animals of its type, empathic link with master, improved evasion, shares spells with master, SR 17; AL N; SV Fort +2, Ref +6, Will +9; Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7. Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claws, bite).



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- PRESTIGE CLASSES -

This section offers several prestige classes particularly suitable for witches, but open to any character that meets the necessary requirements. Characters must meet all the requirements before they can take any levels in a prestige class. Once they have attained 1st level in a prestige class, they multiclass normally, except that prestige class levels do not count toward determining whether or not the character suffers an XP penalty for multi-classing.

The GM determines which, if any, of these prestige classes are available in the campaign and how difficult it is for characters to acquire them. The classes here are independent of any particular setting, although GMs may wish to modify them slightly to fit better into their own campaign worlds.

- INFERNAL WITCH -

Most practitioners of the craft are good, decent, and honest folk who want nothing more than to do some good with their abilities or at least be left alone to use them in peace. They say that tales of evil witches are exaggerated and used to justify prejudice against the craft and witches in general. There are stories about witches gathering in secret in woodlands, caves, and desolate places by the dark of the moon. There they worship and consort with the foulest of fiends, making pacts with the forces of evil to increase their own powers. They place curses on good and decent folk, cause crops to fail and animals to sicken and die. Although other witches say these stories are exaggerated, they unfortunately can't say that they aren't true...

The infernal witch is tempted and seduced by evil outsiders to serve as their agent in the world and spread the power of evil among mortals. In exchange, the witch receives power from her patron. Infernal witches are a subtle, creeping evil that lurks behind a façade of normalcy. They are often respected members of their community, with no one aware of their true nature or purpose. They use their powers secretly, making it difficult to trace their work back to them, and they are skilled at diverting blame elsewhere. Individually, they are dangerous. When they gather together in covens, they are fearsome indeed.

All good and decent folk know to fear infernal witches, but good and neutral witches particularly despise them, since they besmirch the good name of the craft and bring disrepute to all witches. Other witches often take it as their responsibility to root out and destroy infernal witches wherever they find them.

Hit Die: d4

Abbreviation: InW



REQUIREMENTS

The path of the infernal witch is a perilous one, with some very dangerous requirements involving evil forces. To qualify to become an infernal witch, a character must fulfill all the following criteria:

Alignment: Any evil.

Spells: Ability to cast 3rd-level arcane spells without preparation.

Special: The infernal witch must forge a pact with a powerful evil outsider. Any of the Lords of Hell or Princes of the Abyss from *Legions of Hell* or *Armies of the Abyss* will suffice. Antaia, the Witch Queen, from *Legions of Hell* is particularly appropriate.

CLASS SKILLS

The class skills of the infernal witch (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (fiends) (Int), Move Silently (Dex), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skills Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the infernal witch:

WEAPON AND ARMOR PROFICIENCY

The infernal witch gains no additional weapon or armor proficiencies.

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TABLE 1-3: THE INFERNAL WITCH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Soulbound, fiendish familiar, poison use	+1 level of existing class
2	+1	+0	+0	+3	Bonus spell, undetectable alignment	+1 level of existing class
3	+1	+1	+1	+3	Dark blessing	+1 level of existing class
4	+2	+1	+1	+4	Bonus spell	+1 level of existing class
5	+2	+1	+1	+4	Forbidden knowledge	+1 level of existing class
6	+3	+2	+2	+5	Bonus spell	+1 level of existing class
7	+3	+2	+2	+5	Forbidden knowledge	+1 level of existing class
8	+4	+2	+2	+6	Bonus spell	+1 level of existing class
9	+4	+3	+3	+6	Fiendish visage	+1 level of existing class
10	+5	+3	+3	+7	Bonus spell	+1 level of existing class

SPELLS PER DAY/SPELLS KNOWN

At each infernal witch level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feat, or the like). If the character had more than one spellcasting class before becoming an infernal witch, the player much decide to which class to add each infernal witch level for determining spells per day, spells known, and overall caster level.

SOULBOUND (EX)

The infernal witch's soul is bound to her fiendish patron through their pact. This means that the witch's soul goes to the patron's extraplanar domain upon her death and the witch cannot be raised from the dead or her spirit summoned in any way without her patron's cooperation (which may be granted on occasion, for a price).

FIENDISH FAMILIAR

The infernal witch's existing familiar (if any) is infused with the essence of evil as she is. The familiar has the fiendish creature template applied to it, gaining darkvision to 60 feet, cold and fire resistance based on the familiar's Hit Dice, damage reduction, and spell resistance equal to the familiar's Hit Dice. The master's class level continues to advance for the purpose of the familiar's special abilities.

The familiar's alignment changes to evil and, although the familiar serves the infernal witch loyally, its ultimate loyalty and responsibility are to the witch's fiendish patron, who can observe everything the familiar does. It reports any transgressions on the witch's part to her patron.

POISON USE

Infernal witches are skilled poisoners and never risk accidentally poisoning themselves when preparing or using poisons.

BONUS SPELLS

The infernal witch acquires knowledge of a bonus spell from her fiendish patron every two levels, starting at 2nd level. This spell can be any spell on the sorcerer/wizard spell list and of any level that the infernal witch is capable of casting. At the GM's discretion, an infernal witch's bonus spell may also come from the cleric spell list, but it must be a spell suitable to the witch's fiendish patron and cannot be beneficial (such as *cure* spells) or have the good descriptor. Once the bonus spell is added to the infernal witch's list of known spells, she can cast it normally.

UNDETECTABLE ALIGNMENT (SU)

At 2nd level, an infernal witch has the effect of a permanent *undetectable alignment* spell. She can choose to present any outward alignment that she wishes. Spells and effects that detect alignment pick up this false alignment rather than the witch's true alignment.

DARK BLESSING (EX)

Growing in the favor of her fiendish patron, the infernal witch adds her Charisma modifier (if positive) to all her saving throws starting at 3rd level.

FORBIDDEN KNOWLEDGE (EX)

The infernal witch's patron gives her secrets of powerful magic. At 5th and 7th level, the infernal witch can choose a bonus metamagic feat.

FIENDISH VISAGE (EX)

At 9th level, the infernal witch acquires either great beauty or terrible ugliness, depending on her own desires and the whims of her fiendish patron. An infernal witch with great beauty can bewitch the hearts and minds of others, allowing her to use *charm person* as a spell-like ability three times per day. A hideous infernal witch inspires terrors and disgust in all who see her, allowing her to use *cause fear* as a spell-like ability three times per day. The caster level of either spell equals the witch's character level.

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SAMPLE INFERNAL WITCH

MID LEVEL

Human Wit 6/InW 2; HD 6d4 + 2d4; hp 22; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +4 melee (1d4, *dagger of venom*), +6 ranged (1d8, light crossbow); SA Spells; SQ Familiar benefits; AL NE; SV Fort +2, Ref +3, Will +7; Str 8, Dex 14, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Disguise +6, Handle Animal +8, Hide +10, Knowledge (arcana) +9, Move Silently +10, Profession (herbalist) +11, Spellcraft +12, Wilderness Lore +10; Brew Potion, Empower Spell, Maximize Spell, Spell Focus (Enchantment), Sympathetic Spell.

Familiar Benefits: Grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/7/6/3; DC 13 + spell level or DC 15 + spell level for enchantment spells): 0—arcane mark, dancing lights, daze, detect magic, ghost sound, light, prestidigitation, resistance; 1st—cause fear, command, cure light wounds, sleep; 2nd—alter self, blindness/deafness, scare; 3rd—bestow curse, enlarge familiar*; 4th—polymorph self, scrying**.

*New spell described in Chapter 4 of this book. **Bonus spell.
Possessions: *Dagger of venom*, light crossbow, spell component pouch, bracers of armor +1, ring of protection +1.

FIENDISH RAVEN FAMILIAR

HD 8; hp 11; Init +2; Spd 10 ft., fly 40 ft. (average); AC 18 (touch 14, flat-footed 16); Atk +6 melee (claw 1d2-5); SQ Alertness, can deliver touch attacks, can speak with master, cold resistance 15, darkvision 60 ft., DR 5/+2, empathic link with master, fire resistance 15, improved evasion, shares spells with master, smite good (1/day), speak with animals of its type, SR 16; AL NE; SV Fort +2, Ref +4, Will +10; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 6; Listen +6, Speak Language (Common), Spot +6; Weapon Finesse (claws).

HIGH LEVEL

Wit 6/InW 6; HD 6d4 + 6d4; hp 32; Init +2; Spd 30 ft.; AC 18 (touch 15, flat-footed 16); Atk +7/+2 melee (1d4+1, +2 *dagger*), +8/+3 ranged (1d8, light crossbow); SA Spells; SQ Familiar benefits; AL NE; SV Fort +4, Ref +6, Will +9; Str 8, Dex 14, Con 10, Int 14, Wis 17, Cha 14.

Skills and Feats: Concentration +11, Disguise +10, Handle Animal +8, Hide +12, Knowledge (arcana) +9, Move Silently +12, Profession (herbalist) +11, Scry +10, Spellcraft +12, Wilderness Lore +10; Brew Potion, Craft Wondrous Item, Empower Spell, Maximize Spell, Spell Focus (Enchantment), Silent Spell, Sympathetic Spell.

Familiar Benefits: Grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/7/7/5/3; DC 13 + spell level): 0—arcane mark, dancing lights, daze, detect magic, flare, ghost sound, light, prestidigitation, resistance; 1st—change self, command, cure light wounds, endure elements, sleep; 2nd—alter self, blindness/deafness, enhance familiar*, scare, speak with animals; 3rd—bestow curse, dispel magic, enlarge familiar*, magic circle against good; 4th—charm monster, polymorph self, polymorph other, stonewalk; 5th—eternal sleep*, feeblemind, nightmare; 6th—eyebite, greater shadow evocation**.

*New spell described in Chapter 4 of this book. **Bonus spell.
Possessions: +2 *dagger*, light crossbow, spell component pouch, bracers of armor +3, ring of protection +3, crystal ball, diamond dust (250 gp).

FIENDISH RAVEN FAMILIAR

HD 12; hp 16; Init +2; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 14, flat-footed 18); Atk +8 melee (claw 1d2-5); SQ Alertness, can deliver touch attacks, can speak with master, cold resistance 20, darkvision 60 ft., DR 10/+3, empathic link with master, fire resistance 20, improved evasion, shares spells with master, smite good (1/day), speak with animals of its type, SR 24; AL NE; SV Fort +4, Ref +6, Will +12; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6; Listen +6, Speak Language (Common), Spot +6; Weapon Finesse (claws).

- SHAPER -

Some say that the word "witch" comes from a root meaning "to shape," referring to the way witches shape the forces of the natural world, but also how they transform their own shape and the shapes of others. Witches are known for their skill at transformations. Shapers take that skill and seek to master it, particularly the ability to transform other creatures as they wish. Shaping involves a certain degree of selfishness and willingness to see other creatures as clay to be molded, so it tends to attract witches of neutral and evil alignments rather than good ones.

Witches are not the only ones who become shapers. Wizards and sorcerers are often drawn to the study of transformation as well. Druids tend to be more interested in the ability to transform themselves rather than others, so they're more likely to become skinchangers (from *The Shaman's Handbook*) than shapers, although it is known. Clerics of deities of chaos, control, or transformation may also take up the shaper class, although they're also fairly rare. Most other spellcasting

classes, such as bards or rangers, lack the ability or devotion to become shapers.

Shapers tend to be solitary sorts, devoted to their studies and experiments, but they often have transformed and enthralled creatures as "pets" and guardians.

Hit Die: d4

Abbreviation: Shp

REQUIREMENTS

To qualify to become a shaper, a character must fulfill all the following criteria:

Skills: Knowledge (nature) 8 ranks, Spellcraft 8 ranks.

Feats: Spell Focus (Transmutation).

Spells: Ability to cast 3rd-level spells.

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TABLE 1-4: THE SHAPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Detect shapechangers, familiar advancement	+1 level of existing class
2	+1	+0	+0	+3	Bonus spell (<i>polymorph other</i>)	+1 level of existing class
3	+1	+1	+1	+3	Arcane resistance (<i>transmutation</i>)	+1 level of existing class
4	+2	+1	+1	+4	Bonus spell (<i>break enchantment</i>)	+1 level of existing class
5	+2	+1	+1	+4	Improved spell focus, charm transformed	+1 level of existing class
6	+3	+2	+2	+5	Inflict Lycanthropy	+1 level of existing class
7	+3	+2	+2	+5	Shapechanger type	+1 level of existing class
8	+4	+2	+2	+6	Bonus spell (<i>animal shapes</i>)	+1 level of existing class
9	+4	+3	+3	+6	Bonus spell (<i>polymorph any object</i>)	+1 level of existing class
10	+5	+3	+3	+7	Dominate transformed	+1 level of existing class

CLASS SKILLS

The class skills of the shaper (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skills Points at Each Level: 2 + Int modifier.

CLASS FEATURES

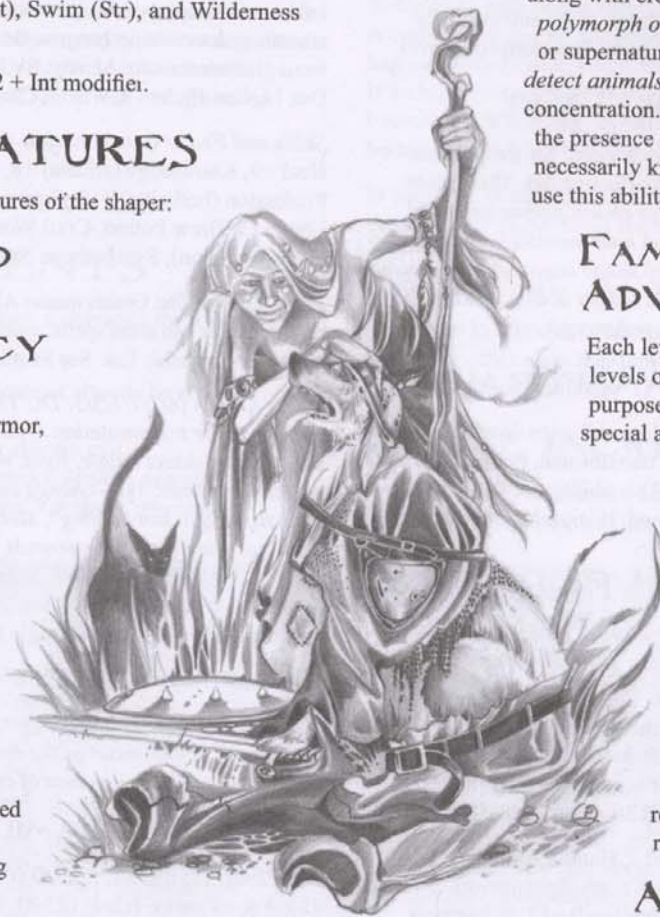
The following are the class features of the shaper:

WEAPON AND ARMOR PROFICIENCY

The shaper gains no additional proficiency with weapons or armor, since she focuses solely on her magical studies.

SPELLS PER DAY/ SPELLS KNOWN

At each shaper level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (class abilities, metamagic or item creation feat, or the like). If the character had more than one spellcasting class before becoming a shaper, the player must decide to which class to add each shaper level for determining spells per day, spells known, and overall caster level.



DETECT SHAPECHANGERS (SU)

At 1st level, the shaper gains the supernatural ability to detect shapeshifters, regardless of their current form. This includes all creatures of the shapeshifter type, along with creatures affected by *alter self* or *polymorph other* as a spell, spell-like ability, or supernatural ability. This works per the *detect animals or plants* spell and requires concentration. Although the shaper may detect the presence of a shapechanger, she will not necessarily know its true form. The shape can use this ability at will.

FAMILIAR ADVANCEMENT

Each level in this class adds to the levels of sorcerer, witch, or wizard for purposes of determining a familiar's special abilities.

BONUS SPELLS

As she increases in level, the shaper gains certain bonus spells. She may cast each of these spells once per day at her normal caster level, in addition to her normal allotment of spells per day. The bonus spells do not require preparation, but they do require their normal components.

ARCANE RESISTANCE (SU)

At 3rd level, a shaper gains a greater resistance to transmutation spells, giving her a +2 bonus on all saving throws against them. This bonus stacks with any other bonuses the shaper may have.

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IMPROVED SPELL FOCUS (EX)

At 5th level, the shaper gains improved spell focus with the transmutation school. She adds an additional +2 to the saving throw DC of her transmutation spells. This ability stacks with the benefits of the spell focus feat.

CHARM TRANSFORMED (SP)

The shaper can influence the mind as well as the body of her subjects. She gains the spell-like ability to *charm* any creature that she magically transforms (using her spells or supernatural abilities), per the *charm monster* spell at her class level. This ability only affects creatures the shaper has transformed. It is usable once per day.

INFLECT LYCANTHROPY (SU)

A 6th-level shaper can *inflict lycanthropy* upon another humanoid creature once per day as a touch attack. This is a supernatural ability that does not provoke an attack of opportunity. The shaper must make a successful touch attack against the target, who must make a Fortitude saving throw (DC 15 + the shaper's Wisdom bonus). If the save fails, the target is infected with a form of lycanthropy of the shaper's choice. A shaper cannot inflict forms of lycanthropy with an alignment opposite of her own. Thus, good shapers cannot create wererats and werewolves, and evil shapers cannot create werebears. The lycanthrope is not automatically under the shaper's control (but see Charm Transformed, above).

SHAPECHANGER TYPE

The shaper's type becomes "shapechanger" for the purpose of spells and supernatural abilities affecting her. This means that she is immune to spells such as *charm person* and *hold person* (but not *charm monster* and *hold monster*). She can also automatically reassume her normal shape one round after being affected by a *polymorph* spell. The shaper does not suffer the normal disorientation when using *polymorph self*.

DOMINATE TRANSFORMED

A 10th-level shaper has the spell-like ability to dominate the mind of any creature that she has transformed, per the *dominate monster* spell at her class level. This ability only affects creatures the shaper has transformed. It is usable once per day.

SAMPLE SHAPER

MID LEVEL

Wit 6/Shp 2; HD 6d4 + 2d4; hp 21; Init +2; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +3 melee (1d6, quarterstaff), +6 ranged (1d8, light crossbow); SA *Polymorph other* (1/day), spells; SQ Detect shapechangers, familiar benefits; AL any; SV Fort +2, Ref +3, Will +9; Str 8, Dex 14, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Handle Animal +11, Heal +9, Knowledge (arcana) +8, Knowledge (nature) +12, Profession (herbalist) +13, Spellcraft +12, Wilderness Lore +11; Brew Potion, Craft Wondrous Item, Spell Focus (Transmutation), Sympathetic Spell.

Familiar Benefits: Grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/7/6/3; DC 13 + spell level or DC 15 + spell level for transmutation spells): 0—arcane mark, dancing lights, daze, detect magic, light, mending, prestidigitation, resistance; 1st—change self, cure light wounds, hypnotism, quicken healing*, sleep; 2nd—alter self, enhance familiar*, speak with animals; 3rd—bestow curse, dispel magic; 4th—polymorph other.

*New spell described in Chapter 4 of this book.

Possessions: Quarterstaff, dagger, light crossbow, spell component pouch, wand of *invisibility* (10 charges), wand of *detect thoughts* (10 charges), *ring of protection* +2, *potion of cure moderate wounds*.

BLACK CAT FAMILIAR

HD 8; hp 11; Init +2; Spd 30 ft.; AC 18 (touch 14, flat-footed 16); Atk +6 melee (claw 1d2-4), +3 melee (bite 1d3-4); SQ Alertness, can deliver touch attacks, can speak with master, empathic link with master, improved evasion, shares spells with master; AL N; SV Fort +2, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7. Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claws, bite).

HIGH LEVEL

Wit 6/Shp 6; HD 6d4 + 6d4; hp 30; Init +2; Spd 30 ft.; AC 17 (touch 15, flat-footed 15); Atk +5 melee (1d6, quarterstaff), +8 ranged (1d8, light crossbow); SA *Break enchantment* (1/day), charm transformed, inflict lycanthropy, *polymorph other* (1/day), spells; SQ Arcane resistance, detect shapechangers, familiar benefits, improved spell focus (Transmutation); AL any; SV Fort +4, Ref +5, Will +10; Str 8, Dex 14, Con 10, Int 14, Wis 17, Cha 14.

Skills and Feats: Concentration +13, Handle Animal +15, Heal +9, Knowledge (arcana) +8, Knowledge (nature) +16, Profession (herbalist) +13, Scry +10, Spellcraft +16, Wilderness Lore +15; Brew Potion, Craft Wondrous Item, Spell Focus (Transmutation), Sympathetic Spell.

Familiar Benefits: Grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/7/7/5/3; DC 13 + spell level or DC 17 + spell level for transmutation spells): 0—arcane mark, dancing lights, daze, detect magic, light, mending, prestidigitation, resistance, virtue; 1st—change self, cure light wounds, hypnotism, quicken healing*, sleep; 2nd—alter self, calm emotions, cure moderate wounds, enhance familiar*, speak with animals; 3rd—bestow curse, dispel magic, enlarge familiar*, lesser geas; 4th—charm monster, polymorph other, polymorph self; 5th—animal growth, magic jar; 6th—massmorph*.

*New spell described in Chapter 4 of this book.

Possessions: Quarterstaff, dagger, light crossbow, spell component pouch, *mask of the hunter*, *bracers of armor* +2, *ring of protection* +3, *potion of cure moderate wounds*.

BLACK CAT FAMILIAR

HD 12; hp 15; Init +2; Spd 30 ft.; AC 20 (touch 14, flat-footed 18); Atk +8 melee (claw 1d2-4), +5 melee (bite 1d3-4); SQ Alertness, can deliver touch attacks, can speak with master, can speak with animals of its type, empathic link with master, improved evasion, shares spells with master, SR 17; AL N; SV Fort +4, Ref +6, Will +11; Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7. Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claws, bite).

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- WITCH HAG -

Tales of hideous hags that live in the wilderness have always been used to frighten small children into staying away from the dark woods, the lonely beach at night, and the misty swamplands. "Don't go wandering," parents say, "or a terrible hag will catch you and eat you up." What few people know is that many of those tales are true, or at least based in truth. There are horrible, black-hearted hags that do evil in the world. What's more, some particularly evil spellcasters *become* these monsters, transformed by isolation and their own hatred of all things good and decent.

For some the change comes gradually and they are almost unaware of it until it is too late. They have tampered with forces they should not have, they have failed to heed the wisdom of their elders, and now their misdeeds and evil thoughts have returned to haunt them. These hags are both pitiful and frightening, and eventually give in to their corruption. Others seek the transformation as a source of power and strength, rejecting the world as it rejects them, using their hatred to remake themselves in the image of the fears of others.

Witch hags nearly always live in isolation, but sometimes not too far from civilization. Sorceresses and witches are the most common followers of this class, but sometimes bards choose it, particularly if they are rejected by society (justly or not). Bardic hags are often the source of mournful music heard drifting out of the night, which wise folk know well enough not to investigate.

Hit Die: Special (see below).

Abbreviation: WiH

REQUIREMENTS

To qualify to become a witch hag, a character must fulfill all the following criteria:

Race: Any humanoid female (cannot already be a monstrous humanoid).

Alignment: Chaotic neutral or chaotic evil.

Skills: Knowledge (arcana) 8 ranks, Speak Language (Giant).

Spells: Ability to cast arcane spells without preparation.

CLASS SKILLS

The witch hag's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the witch hag prestige class.

WEAPON AND ARMOR PROFICIENCY

Witch hags gain no additional proficiency in any weapon or armor.

BONUS SPELLS

Witch hags gain bonus spells per day as they increase in level. A bonus spell can be added to any level of spells the witch hag can already cast. Once assigned, it cannot be changed. If a character had more than one spellcasting class before becoming a witch hag, she must choose which class to add the bonus spell to.

In addition, at each level the witch hag adds a bonus spell, she increases her caster level for that spellcasting class.

FAMILIAR ADVANCEMENT

Each level in this class adds to the levels of sorcerer, witch, wizard, or other class that for purposes of determining a familiar's special abilities.

HIT DIE INCREASE

As a witch hag gains levels, her Hit Die increases. This is not a retroactive benefit, but starting at 1st level, the witch hag's Hit

TABLE 1-5: THE WITCH HAG

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1	+0	+2	+0	+2	Familiar advancement, Hit Die increase (d6), +1 natural armor	1
2	+1	+3	+0	+3	Iron claws, darkvision, Strength boost +2	1
3	+2	+3	+1	+3	Hag's gift	None
4	+3	+4	+1	+4	Hit Die increase (d8), Strength boost +2	1
5	+3	+4	+1	+4	+2 natural armor, spell resistance 5	1
6	+4	+5	+2	+5	Strength boost +2	1
7	+5	+5	+2	+5	+3 natural armor	None
8	+6	+6	+2	+6	Strength boost +2	1
9	+6	+6	+3	+6	Spell resistance 10	1
10	+7	+7	+3	+7	Hag transformation	None

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Die is d6. At 4th level, it becomes d8. The witch hag rolls for hit points using her increased Hit Die from that point on.

NATURAL ARMOR

At 1st, 5th, and 7th level, a witch hag become progressively more and more ugly, bent, twisted and gnarled. Her skin becomes dark and wrinkled, but also preternaturally tough, giving her a natural armor bonus, as shown on the table.

IRON CLAWS (EX)

The witch hag's nails lengthen and harden into ironlike claws, allowing her to do 1d4 points of damage with unarmed attacks. She is considered armed even while unarmed and thus does not provoke attacks of opportunity for attacking armed opponents (and unarmed opponents provoke attacks of opportunity from the hag if they attack her unarmed).

DARKVISION (EX)

At 2nd level, a witch hag gains darkvision to 30 feet.

STRENGTH BOOST (SU)

As the witch hag increases in level, her Strength increases and she becomes more wiry and tough. These increases stack and are gains as if through level advancement.

HAG'S GIFT (EX)

At 3rd level, the witch hag may choose one of the following special abilities. She may breathe underwater and use her abilities freely while submerged. She gains the Improved Grab special ability, or she may perfectly mimic the sounds of any animal. These are all extraordinary abilities.

SPELL RESISTANCE (SU)

At 5th level, the witch hag gains spell resistance 5. At 9th level, it increases to 10.

HAG TRANSFORMATION (EX)

At 10th level, the witch hag undergoes her final transformation. She becomes a true hag: a sea hag, an annis, or a green hag, gaining all the abilities and statistics of that creature which

exceed her current ones, including ability scores, special abilities, and special qualities. She retains her bonus spells and her previous class levels. She can, among other things, now become a full-fledged member of a hag covey and exercise all its powers.

SAMPLE WITCH HAG

MID LEVEL

Wit 6/WiH 2; HD 6d4 + 2d6; hp 23; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +6 melee (1d6+2, quarterstaff or 1d4+2, claws), +5 ranged (1d8, light crossbow); SA spells; SQ Darkvision 30 ft., familiar benefits; AL CE; SV Fort +5, Ref +3, Will +9; Str 15, Dex 13, Con 10, Int 13, Wis 16, Cha 11.

Skills and Feats: Concentration +12, Handle Animal +7, Knowledge (arcana) +11, Knowledge (nature) +11, Profession (herbalist) +9, Speak Language +3, Spellcraft +11, Wilderness Lore +7; Brew Potion, Empower Spell, Maximize Spell, Spell Trap, Sympathetic Spell, Widen Spell.

Familiar Benefits: Grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the PHB.

*Spells Known (6/7/6/6**): DC 13 + spell level):* 0—*dancing lights, daze, detect magic, ghost sound, prestidigitation, resistance, virtue*; 1st—*cause fear, change self, cure light wounds, doom*; 2nd—*agony*, blindness/deafness, scare*; 3rd—*bestow curse, magic circle against good*.

*New spell described in Chapter 4 of this book.

**Includes 2 bonus spells

Possessions: Quarterstaff, dagger, light crossbow, spell component pouch, wand of *enhance familiar**, *bracers of armor +2*, *potions of cure moderate wounds, invisibility, and sleeping draft***, large scorpion venom, wyvern poison, giant wasp poison, and small centipede poison (see Chapter 3 in the DMG).

*New spell described in Chapter 4 of this book.

**New item described on page 44.

RAVEN FAMILIAR

HD 8; hp 11; Init +2; Spd 10 ft., fly 40 ft. (average); AC 18 (touch 14, flat-footed 16); Atk +6 melee (claw 1d2-5); SQ



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Alertness, can deliver touch attacks, can speak with master, empathic link with master, improved evasion, shares spells with master; AL NE; SV Fort +2, Ref +4, Will +10; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6; Listen +6, Speak Language (Common), Spot +6; Weapon Finesse (claws).

HIGH LEVEL

Wit 6/WiH 6; HD 6d4 + 3d6 + 3d8; hp 39; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +10 melee (1d6+4, quarterstaff or 1d4+4, claws), +7 ranged (1d8, light crossbow); SA spells, SR 5; SQ Darkvision 30 ft., familiar benefits; AL CE; SV Fort +8, Ref +5, Will +12; Str 19, Dex 13, Con 11, Int 13, Wis 16, Cha 11.

Skills and Feats: Concentration +12, Handle Animal +7, Knowledge (arcana) +13, Knowledge (nature) +12, Profession (herbalist) +9, Scry +9, Speak Language +3, Spellcraft +15, Wilderness Lore +12; Brew Potion, Empower Spell, Maximize Spell, Power Attack, Spell Trap, Sympathetic Spell, Widen Spell.

Familiar Benefits: Grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the *PHB*.

Spells Known (6/7/6/9;** DC 13 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, prestidigitation,*

resistance, virtue; 1st—*cause fear, change self, cure light wounds, doom, sleep;* 2nd—*agony**, *blindness/deafness, scare, spell missile;* 3rd—*bestow curse, contagion, magic circle against good.*

*New spell described in Chapter 4 of this book.

**Includes 5 bonus spells

Possessions: Quarterstaff, dagger, light crossbow, spell component pouch, wand of *agony**, *bracers of armor* +2, *candle of truth, potions of cure moderate wounds, invisibility, and sleeping draft***, *cauldron of flying***, large scorpion venom, wyvern poison, giant wasp poison, and small centipede poison (see Chapter 3 in the *DMG*).

*New spell described in Chapter 4 of this book.

**New item described on page 44.

RAVEN FAMILIAR

HD 12; hp 19; Init +2; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 14, flat-footed 18); Atk +8 melee (claw 1d2-5); SQ Alertness, can deliver touch attacks, can speak with master, empathic link with master, improved evasion, shares spells with master; AL NE; SV Fort +4, Ref +6, Will +12; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6; Listen +6, Speak Language (Common), Spot +6; Weapon Finesse (claws).

- WITCH PRIESTESS/PRIEST -

While most witches are fairly solitary practitioners of the craft some take on the role of spiritual leader and guide for both their fellow witches and sometimes their community as well. They do not seek to supplant clerics, however. In fact they consider them potential allies. Unfortunately not all clerics agree. Some see priestesses as rivals for the attention of their deity or deities. This means that the rites and rituals of witch priestesses are often secretive and intermixed with folk holidays and festivals, under the guise of more accepted religions.

Good and neutral witch priestesses see to the welfare of their community and their followers and rarely interfere with established religions. Worshippers come to them, rather than the priestess seeking to proselytize and expand the number of worshippers. Evil witch priestesses sometimes lead evil communities or secret societies, which may try to lure people into evil practices. They sometimes work in cooperation with the clerics of evil deities, but such alliances rarely last for long.

Hit Die: d4

Abbreviation: WiP

REQUIREMENTS

To qualify to become a witch priestess, a character must fulfill all the following criteria:

Spells: Ability to cast 3rd-level arcane spells without preparation.

Skills: Diplomacy 5 ranks, Knowledge (nature) 8 ranks.

Feats: Leadership.

Special: The character must be accepted and initiated by a witch priestess of at least 3rd level.

CLASS SKILLS

The class skills of the witch priestess (and the key ability for each skill) are as follows: Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skills points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the witch priestess prestige class:

WEAPON AND ARMOR PROFICIENCY

The witch priestess gains no additional proficiency in weapons or armor of any sort.

CHAOTIC, EVIL, GOOD, AND LAWFUL SPELLS

A priestess can't cast spells of an alignment opposed to her own. For example, a good witch priestess cannot cast evil spells. Spells associated with the domains of Chaos, Evil, Good, and Law are identified as such on the "Level" line of the spell's description.

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TABLE 1-6: THE WITCH PRIESTESS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Divine invocation, familiar advancement	+1 level of existing class
2	+1	+0	+0	+3	Nature Sense	+1 level of existing class
3	+1	+1	+1	+3	Domain (1st)	+1 level of existing class
4	+2	+1	+1	+4	Bonus feat	+1 level of existing class
5	+2	+1	+1	+4	Domain (2nd)	+1 level of existing class
6	+3	+2	+2	+5	Bonus feat	+1 level of existing class
7	+3	+2	+2	+5	A thousand faces	+1 level of existing class
8	+4	+2	+2	+6	Domain (3rd)	+1 level of existing class
9	+4	+3	+3	+6	Bonus feat	+1 level of existing class
10	+5	+3	+3	+7	Timeless body	+1 level of existing class

SPELLS PER DAY/ SPELLS KNOWN

At each witch priestess level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (class abilities, metamagic or item creation feat, or the like). If the character had more than one spellcasting class before becoming a witch priestess, the player must decide to which class to add each witch priestess level for determining spells per day, spells known, and overall caster level.

DIVINE INVOCATION (SU)

The witch priestess's spells are a mixture of arcane and divine energies, and may be considered both arcane and divine spells. This means that the witch priestess is considered both an arcane and divine spellcaster. In some cases this works in her favor, such as allowing her to work with a wider range of spellcasters in ritual magic (see p. 49) and use magic items allowed to both arcane and divine spellcasters.

FAMILIAR ADVANCEMENT

Each level in this class adds to the levels of sorcerer, witch, or wizard for purposes of determining a familiar's special abilities.

NATURE SENSE (EX)

At 2nd level or greater witch priestess can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption). She never chooses the wrong plant when gathering herbs (see p. 30).

DOMAINS AND DOMAIN SPELLS

At 3rd, 5th, and 8th level, the witch priestess may choose one cleric domain. She gains the domain's granted power and also automatically adds the domain spells of the levels that she can

cast to her list of known spells. So a 6th-level witch/3rd-level witch priestess who chooses the Magic domain automatically adds the domain's 1st through 4th-level spells to her list of known spells (since the highest level of spells that she can cast is 4th level). When she becomes 10th level (a 6th-level witch/4th-level witch priestess), she adds the 5th-level domain spell to her spell list, since she's now capable of casting 5th-level spells.

BONUS FEATS

At 4th, 6th, and 9th level, the witch priestess gains a bonus feat. This feat must be a metamagic or item creation feat.

A THOUSAND FACES (SU)

At 7th level, a witch priestess gains the supernatural ability to change her appearance at will, as if using the spell *alter self*.

TIMELESS BODY (EX)

At 10th level, a witch priestess no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the witch still dies of old age when her time is up.

EX-PRIESTESSES

A witch priestess who ceases to revere nature or attend to the needs of her followers loses all spells and class abilities and cannot gain levels as a priestess until she atones (see the *atonement* spell description for details).

SAMPLE WITCH PRIESTESS

MID LEVEL

Human Wit 6/WiP 2; HD 6d4 + 2d4; hp 20; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12); Atk +3 melee (1d6-1, quarterstaff); or +5 ranged (1d8, light crossbow); SA spells, divine invocation, nature sense; SQ Familiar benefits; AL any; SV Fort +0, Ref +1, Will +9; Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 14.

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Skills and Feats: Concentration +13, Diplomacy +10, Handle Animal +7, Heal +12, Knowledge (arcana) +8, Knowledge (nature) +8, Move Silently +3, Profession (herbalist) +13, Spellcraft +12, Wilderness Lore +7; Brew Potion, Craft Wondrous Item, Empower Spell, Leadership, Scribe Scroll, Sympathetic Spell.

Familiar Benefits: Familiar gives master +2 bonus on Move Silently checks (this is already factored into the above statistics); grants master Alertness feat (only when within arm's reach); master can share spells; master can speak with the familiar; master has empathic link. For more information, see Familiars in Chapter 3 of the PHB.

Spells Known (6/7/7/6/3; DC 13 + spell level): 0—*cure minor wounds, dancing lights, detect magic, light, mending, prestidigitation, resistance, virtue*; 1st—*change self, comprehend languages, cure light wounds, sleep, soothe**; 2nd—*calm emotions, delay poison, locate object*; 3rd—*dispel magic, magic circle*; 4th—*divination*.

*New spell described in Chapter 4 of this book.

Possessions: Quarterstaff, light crossbow, spell component pouch, wand of *charm person*, ring of protection +2, potion of *cure moderate wounds*.

OWL FAMILIAR

HD 8; hp 10; Init +3; Spd 10 ft., fly 40 ft. (average); AC 21 (touch 15, flat-footed 18); Atk +7 melee (claws 1d2-2); SQ Alertness, can deliver touch attacks, can speak with master, empathic link with master, improved evasion, shares spells with master; AL N; SV Fort +2, Ref +5, Will +8; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 4. Listen +14, Move Silently +20, Spot +6; Weapon Finesse (claws).

HIGH LEVEL

Human Wit 6/WiP 6; HD 6d4 + 6d4; hp 30; Init +1; Spd 30 ft.; AC 15 (touch 13, flat-footed 14); Atk +5 melee (1d6-1, quarterstaff); or +6 melee (1d4+1, +2 dagger); or +7 ranged (1d8, light crossbow); SA spells; SQ divine invocation, domains (knowledge, protection), familiar benefits, nature sense; AL any; SV Fort +2, Ref +3, Will +12; Str 8, Dex 13, Con 10, Int 14, Wis 17, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +10, Handle Animal +7, Heal +12, Knowledge (arcana) +8, Knowledge (nature) +8, Move Silently +3, Profession (herbalist) +13, Spellcraft +12, Wilderness Lore +7; Brew Potion, Craft Wondrous Item, Empower Spell, Extend Spell, Leadership, Maximize Spell, Sacrificing Spell, Scribe Scroll, Sympathetic Spell.

Familiar Benefits: Gives master +2 bonus on Move Silently checks (already factored into above statistics); grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the PHB.

Spells Known (6/7/7/5/3; DC 13 + spell level):

0—*arcane mark, cure minor wounds, dancing lights, detect magic, light, mending, prestidigitation, resistance, virtue*; 1st—*change self, comprehend languages, cure light wounds, detect secret doors, sanctuary, sleep, soothe**; 2nd—*calm emotions, cure moderate wounds, delay poison, detect thoughts, locate object, shield other, speak with animals*; 3rd—*clairvoyance/clairaudience, create food/water, dispel magic, magic circle, protection from elements, remove blindness/leafiness*; 4th—*discern lies, divination, neutralize poison, scrying, spell immunity*; 5th—*break enchantment, major creation, spell resistance, true seeing*; 6th—*antimagic field, control weather, find the path*.

*New spell described in Chapter 4 of this book.

Possessions: Quarterstaff, +2 dagger, light crossbow, spell component pouch, wand of *cure moderate wounds* (25 charges), amulet of natural armor +2, ring of protection +2.

OWL FAMILIAR

HD 12; hp 15; Init +3; Spd 10 ft., fly 40 ft. (average); AC 23 (touch 15, flat-footed 20); Atk +7 melee (claws 1d2-2); SQ Alertness, can deliver touch attacks, can speak with master, empathic link with master, improved evasion, shares spells with master, SR 17; AL N; SV Fort +4, Ref +7, Will +10; Str 6, Dex 17, Con 10, Int 11, Wis 14, Cha 4. Listen +14, Move Silently +20, Spot +6; Weapon Finesse (claws).



CHAPTER ONE: THE WAY OF THE WITCH

- WITCH'S CHAMPION -

Witches are not warriors; they study their craft and master its magic rather than spending time learning about weapons and armor. But witches and covens often need the assistance of those trained in the arts of warfare, and they are able to offer them some assistance in return. The witch's champion is a warrior who has chosen, and been chosen, to be the companion, protector, and champion of a particular witch or coven. He protects the witch from all enemies and threats. In return, the champion receives the support and guidance of his witch patron, along with the gifts that the craft has to offer him.

Witch's champions often serve out of a sense of duty to the Wise Ones, and a desire to protect them from outsiders who may not understand their ways. Some need the guidance that witches have to offer them, while others are more mercenary, finding security and a good life through their service. The champions of evil witches and covens are as power-hungry as their patrons, reveling in the power the craft has to offer them. They are bound to the service of their patron so they are unusually loyal.

Fighters and rangers most often commit to becoming witch's champions, although some barbarians do so as well. Paladins rarely even take up this class, since it can be difficult to reconcile with their own vows. Bards make effective champions, and are also quite talented in handling their patron's social affairs. Members of other classes rarely become champions, either lacking the necessary abilities or the willingness to commit to the service required.

Although the class and abilities outlined here describe a champion serving a witch, other types of spellcasters may have champions of their own at the GM's discretion. They follow the same rules given below.

Hit Die: d10
Abbreviation: WiC

REQUIREMENTS

To qualify to become a witch's champion, a character must fulfill all the following criteria:

Base Attack Bonus: +6.
Skills: Intimidate 4 ranks.
Feats: Alertness, Combat Reflexes, Improved Initiative.

Special: A character must be chosen as a champion by a witch or a coven of witches and initiated by them into the prestige class prior to taking any levels in this class. This initiation requires an hour-long ritual and costs the witch performing it 500 XP. A coven of witches can split the XP cost evenly among them.

CLASS SKILLS

The class skills of the witch's champion (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skills Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the witch's champion:

WEAPON AND ARMOR PROFICIENCY

The champion is proficient with all simple and martial weapons and all types of armor and shields.

FIGHTER FEATS

At 1st, 3rd, and 5th level, the witch's champion may choose a bonus feat from the fighter's list of bonus feats. The champion must meet the normal prerequisites for the feat and uses it normally.

SHARE SPELLS

At the witch's discretion, any spell that she casts on herself may affect her champion as well, provided that he is within 5 feet or her. If the spell has a duration other than instantaneous, it stops affecting the champion if he moves more than 5 feet away from the witch. The spell's effect is not restored if the champion moves back within 5 feet of his patron before the spell's duration expires. Additionally, a witch can cast a spell with a

TABLE 1-7: THE WITCH'S CHAMPION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+1	Fighter feat, share spells, support
2	+2	+2	+3	+2	Uncanny dodge (Dex)
3	+3	+2	+3	+2	Fighter feat
4	+4	+2	+4	+2	Inspired courage
5	+5	+3	+4	+3	Fighter feat
6	+6	+3	+5	+3	Uncanny dodge (can't be flanked)
7	+7	+4	+5	+4	Inspired greatness
8	+8	+4	+6	+4	Superior weapon focus
9	+9	+4	+6	+4	Striking speed
10	+10	+5	+7	+5	Supreme resistance

CHAPTER ONE: THE WAY OF THE WITCH

target of "You" on her champion as a Touch range spell instead of casting it on herself.

SUPPORT

The witch's champion can expect to receive support and upkeep from his patron, including room and board, necessary equipment, and other vital needs. If this support is not forthcoming, the champion may seek a different witch or coven to serve. Additional support beyond basic needs is at the discretion of the patron, but most witches are fairly generous with their champions.

UNCANNY DODGE

Starting at 2nd level, the witch's champion gains extraordinary reflexes and awareness of potential danger. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. The champion still loses his Dexterity bonus if immobilized or otherwise unable to move.

At 6th level, the champion can no longer be flanked; he can react to opponents on either side of him as easily as he can to a single attacker. This denies rogues the ability to sneak attack the champion by flanking him unless the rogue is at least four class levels higher than the champion.

INSPIRED COURAGE (SU)

While in the presence of his patron, a witch's champion of 4th level or greater gains a +1 morale bonus on attack and damage rolls and a +2 morale bonus on all saving throws against fear effects and enchantment spells. The champion must be able to see or hear his patron (or otherwise know that she is nearby) for this bonus to apply.

INSPIRED GREATNESS (SU)

While in the presence of his patron, a witch's champion of 7th level or greater gains a +2 competence bonus on attack and damage rolls and a +2 competence bonus on Fortitude saving throws. These bonuses stack with the bonuses for inspired courage. The champion must be able to see or hear his patron (or otherwise know that she is nearby) for this bonus to apply.

SUPERIOR WEAPON FOCUS (EX)

At 8th level, a witch's champion gains even greater skill with his chosen weapon. The champion receives a +1 bonus on all attack rolls with a single weapon. This stacks with any Weapon Focus feat that the champion may have.

STRIKING SPEED (EX)

At 9th level, a witch's champion can spring into action with the speed of a striking snake. He gains a +2 bonus on all initiative checks. This bonus stacks with any Improved Initiative or other bonuses the champion has.

SUPREME INSPIRATION (SU)

At 10th level, the witch's champion can draw upon deep reserves of strength and power to defend his charge. The champion can invoke this power once per day as a free action. For a number of



rounds equal to his Wisdom bonus, he gains a +3 bonus on attack rolls, damage rolls, and saving throws. These bonuses stack with any others the champion may have. The witch's champion also gains damage resistance 5/— during that time, able to shrug off or otherwise ignore small attacks. The witch's champion must be able to see or hear his patron, or otherwise know that he is in her presence, or be fighting in her name, to use this ability.

EX-CHAMPIONS

A witch's champion that fails to fulfill his duties to his patron can be dismissed from her service at any time. The bond between the patron and champion is severed and the champion loses the use of his share spells, inspired courage, inspired greatness, and supreme inspiration abilities. The champion may regain these abilities by being allowed back into his former patron's service (costing an additional amount of XP to restore the broken bond) or being accepted into the service of another witch or coven.

SAMPLE WITCH'S CHAMPION

MID LEVEL

Human Rgr 6/Wic 2; HD 6d10+6 + 2d10+2; hp 58; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +8/+3 melee (1d8+2, +1 *longsword*); or +10/+6 ranged (1d8, longbow); SA favored enemies (goblinoids +2, magical beasts +1), spells; SQ share spells, uncanny dodge (Dex bonus); AL NG; SV Fort +8, Ref +7, Will +6; Str 13, Dex 14, Con 12, Int 9, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +6, Hide +5, Intimidate +5, Listen +10, Move Silently +9, Sense Motive +5, Spot +10, Wilderness Lore +7; Alertness, Combat Reflexes, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Track, Two-Weapon Fighting.

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Possessions: +1 longsword, dagger, longbow, quiver of 20 arrows, +1 studded leather armor, +1 small wooden shield, boots of striding and springing, cloak of elvenkind, potion of cure light wounds.

Ranger Spells Prepared (2): 1st—alarm, delay poison.

HIGH LEVEL

Rgr 6/WiC 6; HD 6d10+6 + 6d10+6; hp 86; Init +6; Spd 30 ft.; AC 21 (touch 13, flat-footed 19); Atk +12/+7/+2 melee (1d8+3, +2 longsword; or +14/+9/+4 ranged (1d8, longbow)); SA favored enemies (goblinoids +2, magical beasts +1), spells; SQ inspired courage, share spells, uncanny dodge

(Dex bonus, can't be flanked); AL NG; SV Fort +9, Ref +9, Will +9; Str 13, Dex 14, Con 12, Int 10, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +6, Hide +5, Intimidate +8, Listen +10, Move Silently +17, Sense Motive +10, Spot +10, Wilderness Lore +7; Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Track, Two-Weapon Fighting.

Ranger Spells Prepared (2): 1st—alarm, delay poison.

Possessions: +2 longsword, dagger, longbow, quiver of 20 arrows, +3 studded leather armor, +2 small wooden shield, ring of protection +1, boots of striding and springing, cloak of elvenkind, potion of cure light wounds.



- TRADITIONS OF THE - CRAFT

Witchcraft is a tradition with a long heritage, passed down from generation to generation. It is connected to the cycles of the natural world and the lives of the common people. While the specifics may vary from place to place, there are many common elements of witchcraft that can be used in a campaign. The GM should, of course, feel free to make modifications as necessary to suit the campaign.

WITCH TRAINING AND INITIATION

Witches usually seek out potential apprentices, although sometimes would-be witches seek out potential teachers. The craft draws students with a knack for arcane magic but unable or unwilling to follow the route to becoming a wizard. Schools of wizardry and potential teachers in the arcane arts are often far away, or unattainable for simple peasant folk with no money or means. There are also those wizards who would never take some grubby peasant child as an apprentice, as well as wizards who overlook girls with a knack in favor of boys.

APPRENTICESHIP

Apprentice witches work for their teachers. They spend a great deal of time doing menial chores in the first years of their apprenticeship, although these chores are also intended to teach apprentices some of the fundamentals of hard work and concentration that will be important later on. Apprentices often begin to learn about herbalism and nature while planting, pulling weeds, harvesting herbs, and preparing them for use. The apprentice is introduced to the basic tools of the craft, including the boline and the cauldron (which is usually the apprentice's job to watch and stir).

Only after the witch feels that the apprentice has mastered the basics and has a strong enough will and common sense does she begin to teach magic. The apprentice begins learning the simplest of cantrips, and mistakes in casting them can result in some embarrassing (and somewhat amusing) accidents. Nearly all witches teach *prestidigitation*, or what they call *housewifery*, to their apprentices, allowing them to use magic in some of the regular chores, although stories abound about apprentices doing things such as animating brooms and being unable to stop them, or accidentally flavoring or coloring something wrong.

CHAPTER ONE: THE WAY OF THE WITCH

WITCHES AND WARLOCKS

Although the majority of witches are female, there can be and are male witches and they are also considered “witches” like their female counterparts. The term “warlock” is not used among witches except to refer to an oath-breaker or evil witch that has turned against the community and uses the craft to do harm. Some folk — often supposedly quite learned — confuse the two terms, or believe that “warlock” refers to a male witch. Witches consider the term insulting, but usually take the ignorance of others in fairly good humor and gently correct them.

The reason why there are more female witches than male ones is a matter for considerable speculation among arcane scholars (most witches don't generally ponder the question). Some believe it is because men are more often drawn into either the role of soldier, hunter, and protector or else choose to study wizardry if they have a more arcane bent. Women, on the other hand, often learn the arts of the hearth and home which are the foundations of the Craft. So it is a small step for a woman with a knack for the arcane arts to study the craft whereas it may be a good step farther for her to attend an academy or find a wizard willing to take her on as an apprentice.

Of course, in your own campaign, there may be as many (or more) male witches as there are females, or there may be some other reason for the split. Perhaps women *cannot* become wizards for some reason (societal prejudice, physiology, or arcane strictures) but only women can become witches, something that might arouse the jealousy of the male-dominated arcane academies and guilds. Perhaps men become sorcerers and women become witches, or there is simply no rhyme or reason to any of it save the early experiences of the potential witch.

LEARNING THE ESSENTIALS

Once the apprentice has mastered a few cantrips, the witch begins teaching true spells. These require concentration and effort, and it may take an apprentice months to master those first spells. The apprentice's training in other skills continues as well, with more information about herb-lore, spell components, and other essentials of the craft. Witches often teach their apprentices various mundane skills, particularly Heal and Wilderness Lore, although the lessons depend on the abilities and inclinations of the teacher.

INITIATION AND RITES OF PASSAGE

After an apprentice has learned all these essentials and mastered them to the witch's satisfaction, a proper initiation is arranged. This is a ritual that recognizes the student as a full-fledged witch. If the teacher is part of a coven, then the ritual may be performed with all the coven members in attendance, and multiple apprentices may be initiated at once. If the teacher works alone, then the ritual may be a solitary one between teacher and apprentice. Sometimes members of the apprentice's family may be on hand, but generally the rite of initiation is a secret one.

Initiation is traditionally performed on the first night of the full moon, although some evil witches prefer the dark of the new moon. The teacher or coven awaits the student in a prepared ritual space, lit by candles or torches. The student is challenged before entering the ritual space, to test their worthiness and their determination. Traditionally, the challenge comes from a witch (often the student's teacher) pointing a sword or dagger and asking if the apprentice is prepared. Questions may be posed to test the apprentice's knowledge or sincerity.

Then the rite of initiation follows. The new witch is anointed with blessed oil at the feet, loins, heart, throat, and brow, with blessings offered by the teacher (and other witches in attendance). Some witches have their “measure” taken upon initiation, using a red cord that the witch later wears as a

belt and sign of initiation into the craft. The initiation often includes a great rite ritual as well (see below) performed by the newly fledged witch.

A LIFE OF PRACTICING THE CRAFT

Once initiated, the witch has many choices. She may go off to study alone, remain with a senior teacher for a time, or join a coven. Further initiation rituals recognize achievements in the witch's life, either advancement in power and wisdom (through gaining class levels), taking on new responsibilities (such as a prestige class), or other important events, such as rites of passage.

COVENS

Witches sometimes gather in small groups known as *covens* to practice the craft, share insights, and offer support and assistance to each other. A coven is made up entirely of witches (although some may be multi-classed or belong to various prestige classes). Traditionally, a coven's membership should number three, five, seven, nine, or thirteen, all numbers with magical significance. A coven never has more than thirteen full members, although it may have various apprentices, followers, and cohorts who are not considered members of the coven itself. This means that covens are usually small by the standards of temples, groves, and wizard academies. Covens sometimes band together to form *grand covens*, which are covens made up of smaller covens, usually representing an entire geographic area. Such gatherings tend to be rare in the annals of the Craft, usually only inspired in times of great need.

COVEN STRUCTURE

The coven's leader is an elder witch, although sometimes two elders will share the power and responsibility. The leader has supreme authority within the coven, although the coven's members can override or even replace the current leader if they are in unanimous agreement. Good and neutral covens

CHAPTER ONE: THE WAY OF THE WITCH

COVEYS

Some gatherings of evil witches are known as *coveys* rather than covens. Rather than the mutual support and enlightenment of their members, coveys are devoted to only one thing: power. Small coveys may be made up of equals who share power among them and hatch various plots intended to increase their power and influence. Larger coveys are invariably dominated by a handful of evil witches with a number of lower-level followers, aimed solely at increasing the leaders' power and achieving their goals, whatever they may be. Coveys made up of hags (or witches of the witch hag prestige class) are well known, as are coveys of infernal witches (p. 12), and some larger coveys include witches of various savage humanoid races.

Coveys are always secretive affairs, since they must conceal their activities from both potential rivals and from good and neutral witches who seek to stamp out these blights on the reputation of the Craft. Legends talk about "witch wars" fought in secret between powerful covens and coveys of witches; magical struggles going on under the very noses of nobles and clerics, who are unaware of the battles between good and evil happening in their own communities.

A covey of evil witches makes an excellent antagonist for a series of adventures or even a campaign. With circle magic and feats such as Sympathetic Spell (p. 35), a covey can work subtly behind the scenes of various evil plots and schemes for some time before they come into direct confrontation with a party of adventurers. The final defeat of a covey can be the goal of a long campaign.

tend to solve any disputes through discussion and consensus while evil covens seek to dominate lower-ranking members and ensure their obedience. The coven's leader is responsible for conducting most rituals, including magical rituals.

Covens typically meet on each night of the full moon (some evil covens prefer to gather on nights of the new or dark moon). They also meet on the eight great *sabbats*, or witch holy days, for celebrations and rites honoring nature. Other gatherings are at the discretion of the coven's leader, although any coven member can call upon the others for aid and assistance at any time. Such requests are not made lightly, but they are also never refused.



WITCH RELIGION

The Craft includes a religious or spiritual element to it, although some witches emphasize it more than others do. This belief system is more a way of looking at how the world works than faith in a particular deity or deities. Witches quite comfortably worship whatever deities they wish and usually have little trouble adapting to the beliefs of the local religion (unless, of course, it forbids things such as the practice of witchcraft).

THE MAJESTY OF THE NATURAL WORLD

Witches revere the natural world as a manifestation of divine creation. In particular they personify the natural world as both masculine and feminine. All things partake of these two polarities: male and female, light and dark, death and life, and so forth. Ideally, all things exist in a state of dynamic balance, not tipping to far toward one side or the other. These beliefs are similar in many ways to those of druids, one of the reasons that witches and druids often coexist together in the same communities.

One ritual that honors the idea of polarity is the great rite, which represents the union of masculine and feminine. Symbolically, the great rite is performed by dipping a blade or wand (representing the masculine) into a chalice or cauldron (representing the feminine). The vessel may contain water or wine that is shared among the participants, representing the fruitfulness of the union, and how it nourishes life.

CYCLES AND SPIRITS

Witches honor the divine in nature and the cycles of the natural world. Their gatherings take place according to the phases of the moon, while their sabbats are based around the movements of the sun during the year. Witches are also respectful toward spirits and fey creatures, although this is less a matter of religious belief than good sense when dealing with such creatures.

CHAPTER ONE: THE WAY OF THE WITCH

- WITCHES IN THE CAMPAIGN -

Witches can play a number of different roles in a campaign other than just adventurers. In fact, most witches aren't likely to be adventurers at all, but homebodies that prefer to stay where they are and use their craft to the benefit of their community in one way or another.

If witches are fairly commonplace in the campaign, they may take up a part or all of the role of the adept NPC class, serving as community wise woman (or man) and mystical defender against hostile magic, particularly in communities that don't have the resources to train wizards and clerics. Even in communities that have clerics, witches may still serve a function, since they are often less judgmental, or at least less bound by religious restrictions in their craft. Common folk are still likely to visit a witch for an herbal remedy, a simple blessing or curative spell, or the breaking of a curse rather than bringing the matter to the attention of the local temple and its clerics. This sort of thing sometimes creates friction between witches and clerics, who see the witches as infringing on their duties and responsibilities.

Even if they're fairly common, witches are more likely to dwell in the rural and agrarian areas of the campaign world. Some may be found in or near cities, but most will prefer country living, leaving the cities as homes to worldly wizards and cosmopolitan clerics. Many witches will live as part of a small community while some (particularly evil witches) will live in isolation, apart from "normal" folk. A wealthy or powerful witch might have a castle or fortress to call her own, but most will have humbler surroundings, such as a cottage or hut, perhaps a small house. A witch's dwelling won't necessarily call attention to itself, although it may, particularly if the witch wants to dissuade visitors. One example is the row of skulls that decorated the path to Baba Yaga's hut in Russian mythology. At night their eyes and mouths glowed like torches to provide light. Such a sight was sure to send most people fleeing for their lives.

Witches fit into the niche of "common" spellcaster. They're not as lofty and unreachable, like wizards in their high towers and elite academies. They're neither as judgmental nor devoted to particular religious principles as clerics, nor as devoted to nature as druids. They're not as strange and fearsome as sorcerers can be. Although evil witches can be terrible and frightening, most witches are just like the people that they live near, and that makes them approachable and less intimidating than walking up to the door of a powerful wizard or the local temple with a particular problem.

In worlds where magic is the province of the elite, such as the educated, the chosen of the gods, or those with the right bloodline, witchcraft is the great leveler. It offers the opportunity for ordinary people to learn and use magic, something that the chosen spellcasters of the world may find threatening (and another reason why witches may be persecuted). For example, in folklore, the arcane arts were typically a pursuit for learned, scholarly men with time on their hands (which usually meant they were financially secure, if not wealthy). Witchcraft was the province of women because it was difficult for women to get a formal education or to study potentially "dangerous" things like magic. So woman practiced the craft and passed it on to others, helping to empower them.

WITCHES IN FREEPORT

GMs using the *Freeport: The City of Adventure* setting from Green Ronin Publishing may wish to include witches there. Freeport sees all kinds, and witches are just one more oddity in a city filled with strangeness.

Witches in Freeport are either locals or foreigners. Some local witches live quietly in the city, practicing their craft and earning a living as midwives, herbalists, healers, soothsayers, and curse-breakers. It can often be difficult to distinguish between a true witch and just another somewhat batty old woman who knows a bit about herbs and folk remedies and sells her "potions and elixirs" on street corners or down at the docks to unwary travelers and sailors. Some so-called "witches" are actually people with a talent for sorcery, often untrained and poorly focused, which may get them into trouble. In fact, the easiest way to tell a true witch in Freeport is that the real ones don't advertise what they really are, so the more loudly someone proclaims that she's a witch, the less likely that it's true.

Foreign witches also visit Freeport from time to time, passing through just like many other travelers. Some even end up making names for themselves in the city. For example, Vordanna the Red Witch was well known in Freeport as the mistress (and downfall) of more than one pirate captain. Whether or not Vordanna was a sorceress or a witch is somewhat lost on most people, but the tales say that her legendary beauty was enhanced by glamours, as was her ability to bewitch men's hearts. Most foreign witches who visit Freeport don't gain nearly so much notoriety.

Freeport has no laws against practicing witchcraft (so long as it doesn't involve using it to break other laws). From time to time the Wizard's Guild or the temple of the God of Knowledge will get into a flap about the dangers of "amateur" spellcasters—both witches and sorcerers—being allowed to roam about and cast spells however they like without any proper training or supervision. It sometimes leads to efforts to get the Captains' Council to approve a licensing and training process for spellcasters (with the guild or temple overseeing matters and collecting fees, of course). Such efforts almost inevitably fail, first because the Captains' Council can't be bothered to regulate much of anything in Freeport and second because some Council members wisely consider what might happen if they were to get a large group of secretive spellcasters mad at them.

Where the Captains' Council hesitates to act, the general public may not. One reason why witches keep a somewhat low profile in Freeport is because it doesn't take much to whip up an angry crowd willing to drag an "evil witch" or "infernal sorcerer" from his or her lodgings and to a preemptory hanging, drowning, or burning at the stake. Freeport sees the occasional incident when accusations of evil magic lead to mob "justice" administered swiftly. Spellcasters who lack the protection of a temple, guild, order, or simply a fearsome reputation may fall victim to this. The authorities break up any such mob when it happens, but sometimes they are too late to help the accused.

CHAPTER TWO: SKILLS AND FEATS



- CHAPTER TWO - SKILLS AND FEATS

This chapter looks at how witches use particular skills in their craft and offers a number of new feats usable by witches and other spellcasters.

- SKILLS -

Witches tend to learn and teach common sense, practical skills that are useful in everyday life; namely skills with Wisdom as their key ability score. Although witches also learn intellectual skills like Knowledge and Spellcraft, their focus tends to be on skills where Wisdom and experience are more important than book learning or theory.

CONCENTRATION

In addition to the uses described in the *PHB*, the Concentration skill is also important in the performance of ritual magic (see *Chapter Four: Craft of the Wise* for more information on ritual magic). Concentration is required to perform long, complex rituals without making any mistakes. For rituals lasting an hour or longer, you must make a Concentration check (DC 10 + spell level) each hour, or portion thereof, that the ritual lasts. The DC increases by 1 for every successful Concentration check. A failed check means that the ritual fails and the spell is lost. A failure by 5 or more may mean that the spell has gone wrong in some way. See *Chapter Four* for details of the effects of failed Concentration checks while doing ritual magic.

HEAL

The Heal skill, as it is described in *PHB*, focuses mostly on treating injuries (in the long and short term) and dealing with deadly diseases and poisons. These are the uses most important to adventurers and the like, but the Heal skill has many other applications.

Check: Heal is also used to treat a variety of ailments, ranging from minor things like headaches and colds to serious conditions like arthritis, epilepsy, and such. Healers—particularly midwives and wise women—deal with contraception, pregnancy, childbirth, and even abortion in the cases of unwanted pregnancies. Knowledge of healing also implies some knowledge of ways to inflict harm, using poisons.

HEAL TASKS

Task	DC
Treat ailment	15
Aid childbirth	15
Identify disease	15
Identify poison	15

TREAT AILMENT

In addition to the diseases described in this book and *DMG*, healers may treat a variety of minor ailments and complaints ranging from colds and flu to stomach problems, rashes, and minor infections. A successful Heal check generally indicates

that the condition clears up in a matter of a few days, perhaps less for a particularly minor condition. A failed check means the condition persists until the character recovers naturally. In some cases, a successful check merely alleviates the symptoms of a chronic condition, and the GM may increase the DC for persistent or difficult to treat conditions.

AID CHILDBIRTH

A healer can aid in the delivery of an infant by making a Heal check. A successful check indicates that the birth is relatively uncomplicated and that the mother and offspring survive and are in good health. A failed check may result in complications at the GM's discretion and the DC may be higher in cases where the conditions are particularly difficult (such as a delivery in an isolated cave in the midst of a storm with no supplies), or unforeseen problems may occur (such as a strain on the mother's health or a breach birth, with the child emerging backward). Healers commonly take 10 on aid childbirth checks, allowing a capable healer to succeed automatically under normal conditions.

IDENTIFY DISEASE

A successful Heal check against DC 15 allows you to identify a particular disease from its symptoms and know the proper course of treatment (if any). The GM may increase the DC for particularly rare or magical diseases.

IDENTIFY POISON

A successful Heal check against DC 15 also allows you to identify a particular poison from its effects and know the proper antidote or course of treatment for it (if any). The GM may increase the DC for rare or largely unknown types of poisons or magical poisons (including uses of the *poison* spell).

Special: Having a healer's kit provides a +2 circumstance bonus on Heal checks other than those to identify disease or poison. Having 5 or more ranks in the Profession (herbalist) skill gives you a +2 synergy bonus on Heal checks, for knowing which herbal remedies and treatments to use and how to prepare them properly. These bonuses stack.

KNOWLEDGE (NATURE)

You are knowledgeable about different facets of the natural world: plants, animals, the weather, the seasons, and so forth. This skill differs from Wilderness Lore in that the latter is a practical skill focused on being able to survive in the wild whereas this skill is more academic and focused on knowing

CHAPTER TWO: SKILLS AND FEATS

different things about the natural world. A character with Wilderness Lore knows how to hunt and which animals are best to eat, while a character with Knowledge (nature) can identify many different species of animals, and knows their habits, their preferred habitats, and so forth. The two skills are complimentary, and Knowledge (nature) grants a synergy bonus on Wilderness Lore checks (see below).

The table below lists some common tasks involving Knowledge (nature) checks. Generally, knowledge of creatures extends only to animals, beasts, magical beasts, and vermin. Knowledge of other sorts of creatures is covered by other skills. The GM may call for a Knowledge (nature) check to remember some particular fact about a natural phenomenon, with the DC depending on how rare it is: 10 for common knowledge, 15 for fairly specialized knowledge, and 20 or more for obscure knowledge.

KNOWLEDGE (NATURE) TASKS

DC	Task
10	Identify common creatures and plants.
15	Identify uncommon creatures and plants.
15	Identify safe drinking water.
15	Accurately predict the weather for the next day.
15	Identify weather patterns in an area by examining the flora and terrain.
20	Identify rare creatures and plants.
20	Accurately predict the weather for the next three days.

Special: If you have 5 or more ranks of Knowledge (nature), you get a +2 synergy bonus on all Wilderness Lore checks except to avoid getting lost. You also gain a +2 synergy bonus on Profession (herbalist) checks to locate and gather herbs.

PROFESSION (FORTUNE-TELLER)

You're familiar with the rituals and procedures for making a living as a professional soothsayer or fortune-teller. This skill does not require any spellcasting or magical ability, although being a *genuine* fortune-teller can certainly help your reputation. The skill focuses on the ability to work with clients, create the proper atmosphere, and give a convincing performance, whether or not you really know what you're talking about.

You can use your skill to earn a living just like using a Perform skill, although a failed skill check may result in a dissatisfied customer, and a check that fails by 5 or more may result in you telling someone something that they don't want to hear. You may be called a fake (even if you're not!) and may face trouble with the law, or simply an angry mob.

Generally, fortune-tellers are assumed to be fakes or charlatans, but the gullible and the superstitious still go to see them. Proven (and often licensed) spellcasters can charge much higher rates for casting various divinations spells on a client's behalf. Fortune-tellers have to make do with their own skills and the generosity of whatever clients they can find.

Special: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus on your Profession (fortune-teller) checks. If you have 5 or more ranks in Sense Motive, you get another +2 bonus. These bonuses stack.

PROFESSION (HERBALIST)

This skill involves knowing how to cultivate, grow, harvest, and prepare various herbs for medicinal use. It includes finding and identifying various herbs in the wild, as well as growing them domestically. Herbalists know how to properly pick or harvest herbs and how to prepare them for use. This includes drying, chopping, and powdering herbs as well as preparing various teas, poultices, infusions, and other herbal remedies.

Although Profession (herbalist) serves as a compliment to the Heal skill, it is not a substitute for it. Herbalists know how to prepare and use medicinal herbs, but healers understand how to diagnose and treat symptoms and properly handle patients under their care. Since the Heal skill can be used untrained, a skilled herbalist is somewhat better at healing than someone untrained in either skill, but herbalists who are also healers typically study both skills.

Check: The Profession (herbalist) skill breaks down into two major uses: finding useful herbs and preparing them for use. Putting the herbs and herbal remedies to use is a function of the Heal skill (above).

FINDING HERBS

Unless herbs are cultivated and grown, you have to locate them in the wilderness, requiring an hour of searching and a skill check (DC 10). If the check fails, you find nothing. If you fail the check by more than 5, you mistake one sort of plant for another, which may have harmless or serious effects at the GM's discretion (depending on whether or not the plant you pick is poisonous). Characters with the *nature sense* special ability (such as druids) never choose the wrong plant, although they may still fail to find the right one.

The GM should decide if suitable herbs can be found at all in your area and should make the check secretly, so you don't know if you didn't find anything or there simply wasn't anything to be found. You also won't know if you've picked the correct herb(s) until you try and use them. You can take 10 on the Profession (herbalist) check to locate and identify herbs by devoting a whole day's work to the effort. It ensures that you won't pick the wrong plants and that you'll find anything if it's there to be found. You can gather herbs for any one purpose (healing, harming, or spell components) with a single skill check.

PREPARING HERBS

Once you have found and identified the desired herbs, you have to gather them and properly prepare them for use. Preparing herbs is treated as a use of a Craft skill. Make a skill check against the DC to prepare the herbs, representing a week's work. Multiply the skill check result by the DC. If the total exceeds the item's market value in silver pieces, then it is successfully prepared, otherwise, you have to make another skill check (and another week of work) until your total equals or exceeds the item's value. If your total is twice or more than the item's value, divide the week's time by the multiple to determine how long it takes. For example, if your total is three times the market value, then you complete the work in one-third the usual time. If you have access to an alchemist's lab, you gain a +2 circumstance bonus on your skill checks to prepare herbs.

If you fail the skill check, you make no progress that week. If you fail the check by more than 5, the herbs are spoiled and you have to start over again. Unlike most uses of Craft skills, you do not have to pay for raw materials to prepare herbs, since you have gathered the necessary materials already. All it takes is time and effort.

CHAPTER TWO: SKILLS AND FEATS

You can prepare herbs for the following uses:

HERBAL PREPERATIONS

Use	DC
Remedy	5
Healing	10
Poison	Poison's save DC
Spell Component	—

USES OF HERBS

Once they are prepared, herbs can be used for four main purposes: as remedies, to aid healing, as poisons, or as spell components. Each of these uses is discussed below and in the *Tools of the Craft* section on p. 37.

A remedy is just that, a treatment for a simple ailment or complaint. The *Tools of the Craft* section looks at a number of ailments and various remedies for them. Generally, a successful check produces 10 doses of a treatment for a particular remedy. If you only want a single dose, divide the amount of time you need by ten (so you can make a skill check every 4 hours or so rather than once a week).

Healing preparations aid in Heal checks. In effect, they produce a healer's kit, which grants a +2 circumstance bonus on Heal checks. A successful healing preparation produces enough materials for ten uses. If you want fewer uses, divide the amount of time you need to prepare them by a proportionate amount (half the normal time for 5 uses, one-tenth the normal time for 1, and so on).

Poison preparations create a single dose of a plant-based toxin. In addition to the requirements above, if you fail the skill check to prepare a plant-based toxin by more than 5, you are exposed to the poison and suffer its normal effects. Certain poisonous plants may be extremely rare, and the GM can increase the DC to locate and properly identify them.

Finally, you can prepare certain herbs and plants for use as spell components. This is automatic unless some special preparation is called for in the spell, in which case the GM sets the DC (usually 5 for a simple preparation like drying, higher for more complex preparation). This includes the gathering of mistletoe, holly, oak, and other druidic spell components.

Special: If you have 5 or more ranks in Knowledge (nature), you gain a +2 synergy bonus on checks to locate and identify particular herbs. If you have 5 or more ranks in Alchemy, you gain a +2 synergy bonus on checks to prepare herbs for use.

SENSE MOTIVE

In addition to knowing when they're being bluffed and getting a feeling for strangers, witches often use this skill to sense when someone is under the effects of an enchantment such as a spell. Witches can (and often do) make Sense Motive checks unskilled, since they usually have substantial Wisdom and they can take 10 on the check by spending some time talking and interacting with their subject (they can't take 20 since most Sense Motive checks can't be retried).

Special: At the GM's discretion, characters with 5 or more ranks in Spellcraft gain a +2 synergy bonus when using Sense Motive to sense enchantments on others. If you have 5 or more ranks in Sense Motive, you get a +2 synergy bonus on Profession (fortune-teller) checks.



CHAPTER TWO: SKILLS AND FEATS

- FEATS -

Witches may acquire a number of feats, particularly metamagic feats that work in conjunction with their subtle and slow style of magic. However, the feats described here are available to any characters that meet their prerequisites, provided the GM approves. They can expand the abilities of any spellcasting character.

CANNY (GENERAL)

You're quick-witted and a good judge of character.

Benefit: You gain a +2 bonus on Bluff and Sense Motive checks.

EMPATHIC (GENERAL)

You're particularly aware of the feelings and moods of others.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks.

HEALING TRANCE (GENERAL)

You can enter a meditative state that allows you to recover quickly from injury.

Prerequisites: Wisdom 13+, 5 or more ranks in Concentration.

Benefit: If you make a Concentration check (DC 20) and sleep for a full eight hours, you regain hit points at twice the normal rate (or level x 2 hp per day's rest).

IRON CONCENTRATION (GENERAL)

Your mind is exceptionally focused.

Prerequisite: Wisdom 13+, Concentration as a class skill.

Benefit: You may apply your Wisdom modifier rather than your Constitution modifier to your Concentration skill checks.

LUNAR MAGIC (GENERAL)

Your spellcasting abilities are strongly influenced by the phases of the moon.

Prerequisite: Ability to spontaneously cast arcane spells.

Benefit: The moon has long been held to have an influence over magic. In your case, it's literally true. The phases of the moon influence your spellcasting abilities. They increase as the moon waxes, and decrease as it wanes.

During the waxing moon, your caster level is considered one higher for purposes of level checks and the number of spells you can cast per day. During the three nights of the full moon, your caster level is considered two higher for these purposes. Note, however, that this temporary increase in caster level does not grant you knowledge of any new spells, although it may grant you higher-level spell slots (which you can use for metamagical-enhanced versions of lower level spells). So, for example, a 5th-level sorcerer during the waxing moon gains +1 2nd-level spell and +3 3rd-level spells per day. However, since a 5th-level sorcerer doesn't know any 3rd-level spells, he can only use those additional spell slots to cast lower-level spells or spells enhanced with metamagic feats.

This additional power comes with a price. During the waning moon, your caster level is considered one level *lower* for purposes of level checks and spells you can cast per day. So a 5th-level sorcerer would lose one 2nd-level spell per day (and a 4th-level sorcerer would lose the ability to cast 2nd-level spells altogether). During the new moon, your caster level is considered two levels lower. If this reduces your effective level to 0 or less, you cannot cast spells during that time, although you retain your other class abilities.

During the half moon, you are at your normal caster level for level checks and spells per day.

TABLE 2-1: NEW FEATS

General Feats	Prerequisite	General Feats	Prerequisite
Canny	-	Swarm Shape	Wild shape or the ability to cast polymorph self.
Empathic	-	Wise Defense	Wis 13+
Healing Trance	Wis 13+, 5 or more ranks in Concentration	Wise Evasion	Wis 13+
Iron Concentration	Wis 13+, Concentration as a class skill.	Wise Precaution	Wis 13+
Lunar Magic	Ability to spontaneously cast arcane spells.	Metamagic Feats	Prerequisite
Mind Over Matter	Wis 13+.	Sacrificing Spell	-
Skill Wisdom	Class skill, Wis 13+	Spell Trap	-
Soothsayer	-	Sympathetic Spell	-
		Widen Spell	-

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MIND OVER MATTER (GENERAL)

Your strong will reinforces your stamina.

Prerequisite: Wisdom 13+.

Benefit: You can apply your Wisdom modifier rather than your Constitution modifier to your Fortitude saving throws, if you choose.

SACRIFICING SPELL (METAMAGIC)

You can enhance spells with metamagic feats without increasing their level by sacrificing ability score points instead.

Benefit: By drawing on the life-force of a living creature, you can use other metamagic feats to enhance your spells without actually increasing the spell's level. Instead, the number of additional levels that the metamagic feat(s) would add to the spell's level are taken as points of temporary ability damage by you or a willing subject. The subject must be willing and must be touching you during the spell's casting. You choose the ability score affected when the spell is cast. The effects manifest themselves as weakness (Str or Con), clumsiness (Dex), or haziness (Int, Wis, or Cha). Ability score damage recovers at a rate of 1 point per day of rest. Ability scores reduced to 0 have their normal effect: paralysis (Str and Dex), unconsciousness (Int, Wis, and Cha), or death (Con).

If a subject does not have sufficient ability score points to empower the selected feat(s), you suffer the remainder of the ability damage. If ability damage disables or kills the caster, the spellcasting fails.

Choose the metamagic feat or feats you wish to apply to the spell. You must know the necessary feats in order to apply them, and you cannot increase a spell's effective level higher than the maximum level of spells that you can cast. So, for example, an 8th-level witch cannot apply feats to a spell that will increase its effective level above 4th, the highest level of spells that she can cast. The total level modifier of the feats determines the amount of ability damage the sacrificing spell requires. So applying Empower Spell (+2 levels) and Extend Spell (+1 level) results in 3 points of ability damage.

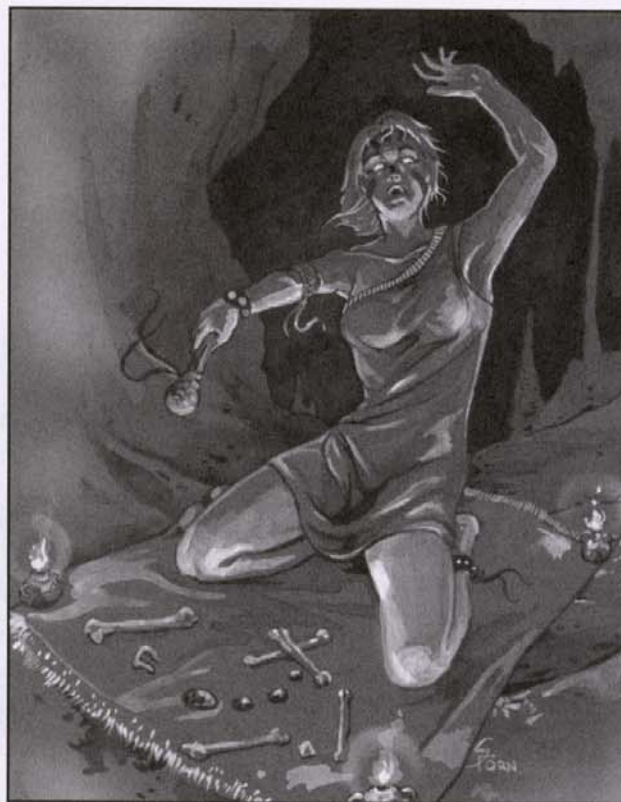
Like other spontaneous uses of metamagic, sacrificing spells increases a spell's casting time. Spell that normally take one action to cast take a full-round action while spells with longer casting times take an additional full-round action. The only exception to this is if the Quicken Spell feat is applied, in which case the spell can be cast as a free action.

SKILL WISDOM (GENERAL)

You approach a particular skill as a matter of wisdom and instinct rather than book learning and analysis.

Prerequisite: Class skill, Wis 13+

Benefit: Choose one skill with the key ability of Intelligence, such as Knowledge or Stry. With the selected skill, you use



your Wisdom modifier instead of your Intelligence modifier on skill checks.

Special: You can take this feat multiple times, each time it applies to a new skill.

SOOTHSAY (GENERAL)

You have a gift as a fortune-teller and soothsayer.

Benefit: Once per day you can cast an *augury* spell with a caster level equal to your character level (making your chance of accuracy 70% + 1% per character level). You must choose a particular means of foretelling the future and you are restricted to using this means when casting *augury*. Some potential means of fortune-telling include crystal ball gazing, tokens such as cards, runestones, sticks, dice, bones, and so forth, gazing into a fire, mirror, or still pool of water, or reading the entrails of a sacrificial animal. The GM must approve your chosen means of soothsaying.

Special: You get a +10 bonus on your Profession (fortune-teller) checks. If you have a reputation as a reliable and proven soothsayer (in the GM's opinion), you can charge up to 20 gp times your character level for a reading. Otherwise, you earn money from soothsaying like a normal Perform check.

SPELL TRAP (METAMAGIC)

You can use a spell to create a magical ward or trap.

Benefit: You can imbue a chosen object or location with a spell and a preset trigger that will activate the spell when certain conditions are fulfilled. Casting the spell trap requires the

CHAPTER TWO: SKILLS AND FEATS

normal time for the spell and costs an amount of XP equal to (spell level x caster level). It also requires material components costing (spell level x caster level x 25) gold pieces. You can choose to cast the spell at a lower caster level, if you wish, but not lower than the minimum level required to cast that particular spell.

The spell's trigger can be any visual or auditory information you wish and can be as specific or general as you want. The trigger is based on apparent cues, so it can be fooled by *invisibility*, magical *silence*, illusions, disguises, and so forth. Normal darkness does not inhibit visual cues, but magical *darkness* does. You can make particular actions part of the trigger, so long as they are visible or audible. Spell traps cannot distinguish intangible qualities like hit dice, class, level, alignment, and so forth except through visual and auditory cues (things like appearance and external garb). Spell Trap triggers have a maximum range of 15 feet per caster level (even if the range of their spell is normally greater).

A *detect magic* spell can discern the presence of a spell trap. A rogue can also make a Search check (DC 25 + spell level) to detect a spell trap. A *dispel magic* spell can disable the spell trap harmlessly and a rogue can make a Disable Device check (DC 25 + spell level) to do the same. A Disable Device check that succeeds by 10 or more allows the rogue to bypass the spell trap without disabling or accidentally setting it off.

When the spell trap is triggered, the spell takes effect. You can designate the target of a targeted spell using visual and auditory cues, such as "the first creature to pass through this doorway" or "this spot." The target must be within the spell's normal range and a valid target for that spell or the spell fails. The target gets a normal saving throw and spell resistance (if any) against the spell. The spell's variable effects must be chosen when the spell trap is cast, and cannot be changed once the ward is in place.

A spell trap normally works once: it discharges its spell, then stops working. For ten times the normal XP and monetary cost a spell trap can be made permanent. It will continue to function until dispelled, disabled, or its creator chooses to remove it. You can disable your own spell traps at will merely by taking a miscellaneous action to do so.

Spell Trap does not increase the effective level of a spell it is used with.

Example: The Witch of the Fens has placed a spell on her little hut that causes any creature other than her that enters without speaking a particular command word to be polymorphed into a rabbit (her favorite stew ingredient). The Witch casts polymorph other (a 4th-level spell) as an 8th-level caster, the minimum witch level needed for 4th-level spells. The ward normally costs (4 x 8) 32 XP and (4 x 8 x 25) 800 gp. The Witch decides to spend ten times that amount, or 320 XP and 8,000 gp, to make the ward permanent. It will last until she decides to dispel it or it is disabled. Anyone who enters her hut unbidden must make a Fortitude saving throw (DC 17 for the spell's level and the Witch's +3 Wisdom bonus) or be turned into a fluffy little bunny, all ready for the stew pot....



SWARM SHAPE (GENERAL)

You can transform into a small swarm of creatures.

Prerequisite: *Wild shape* or the ability to cast *polymorph self*.

Benefit: When using the class ability of *wild shape* or the *polymorph self* spell, you can choose to become a swarm of Tiny or smaller creatures rather than assuming the form of a single other creature.

The number of creatures in the swarm is equal to your normal Hit Dice, divided by the creatures' normal

Hit Dice. Thus you cannot become a swarm of creatures with Hit Dice greater than half your own. So, for example, a 7th-level character could become a swarm of 28 bats, rats, or ravens (1/4 Hit Die creatures), 14 cats or lizards (1/2 Hit Die creatures), or 7 monkeys (1 Hit Die creatures). The character couldn't become a flock of eagles or a school of octopus (since they are Small creatures). All the creatures in the swarm must be the same type. You can't, for example, become a mixed swarm of rats, cats, and monkeys.

All the creatures in the swarm are controlled by your mind, and in constant mental contact with each other. In effect, they're all you (or parts of you). Your hit points are evenly

CHAPTER TWO: SKILLS AND FEATS

distributed among the members of the swarm. You suffer any damage inflicted on creatures in the swarm normally, but killing members of the swarm doesn't kill you unless they are all slain. If even one member of the swarm survives, so do you. Reassuming your normal shape allows you to recover hit points as if you'd rested for one day. All the surviving members of the swarm must be in close proximity (5 feet) in order to recombine. Otherwise, you cannot return to your true form; you're trapped in the swarm shape.

The normal restrictions of *wild shape* or *polymorph self* apply to your swarm shape. So you cannot cast spells with verbal or somatic components in swarm shape without a humanlike voice and humanlike hands, for example (although you could cast spells prepared using the Silent Spell and Still Spell metamagic feats).

SYMPATHETIC SPELL (METAMAGIC)

Using material links, you can cast spells on targets over vast distances.

Benefit: With this feat, you can cast a sympathetic spell on any target as if you were touching the target, regardless of the actual distance between you, provided that both you and the target are on the same plane. This means sympathetic magic cannot affect ethereal creatures, for example. The target is entitled to a normal saving throw against the spell (and spell resistance, if it applies) and the spell has its normal effects and duration.

Spells and effects that block scrying, such as *nondetection*, have the same effect on sympathetic spells. So the caster of a sympathetic spell would have to succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection* in order for the spell to affect the target. A *detect magic* or *detect scrying* spell can detect a sympathetic spell in progress (that is from the moment casting begins) and *detect scrying* allows you an opposed Scrying check to get an image of the caster of the sympathetic spell.

A sympathetic spell requires a material component (in addition to its normal components). You must have a piece of the target's substance. For a living creature, this may be some of its blood, flesh, hair, nails, or other part of its body. For a nonliving object, it must be an integral part of its substance (for example a sliver from a timber of a building, not from a piece of furniture inside it). This material component is consumed in the casting of the spell, as normal.

Preparing a sympathetic spell requires the normal amount of time, but casting it requires 100 times the usual casting time (with casting times of 1 action being treated as 1 round). So casting *bestow curse* (casting time of 1 action) as a sympathetic spell requires 100 rounds, or about 6 minutes. Casting *raise dead* (casting time of 1 minute) as a sympathetic spell requires 100 minutes, or nearly two hours, and so forth. Interruptions to the casting may spoil the spell normally if the caster fails a Concentration check, and the GM can require a Concentration check each round for a continuing distraction (making it very difficult to maintain the casting ritual).

A sympathetic spell uses up a spell slot three levels higher than the spell's actual level.

Example: Moraine has obtained a lock of hair belonging to Duke Solis with the aid of one of the cleaning girls in his castle. That night, Moraine uses the hair to cast a sympathetic bestow curse on the Duke. It takes her six minutes to cast the spell and, as the lock of hair burns on the fire of Moraine's hearth, Duke Solis makes a saving throw against the spell. He fails and suffers a -6 decrease in Charisma. Suddenly the Duke's courtiers and allies find him less convincing and afflicted with stutters.

WIDEN SPELL (METAMAGIC)

You can increase the area of your spells.

Benefit: When this feat is used, the affected spell has its area doubled. So a spell that normally affects a 20 ft. radius spread now covers a 40 ft. radius spread. A spell that emanates 10 ft. from a creature now emanates 20 ft., and so forth. Spells that affect a set number of creatures or spells with area based on their range (such as cone spells like *cone of cold*) are not affected. The spell has its normal effect within the increased area.

A widened spell takes up a spell slot two levels higher than the spell's normal level.

WISE DEFENSE (GENERAL)

Your Wisdom and insight benefits you in battle.

Prerequisite: Wisdom 13+.

Benefit: Using this feat, you can apply your Wisdom modifier rather than your Dexterity modifier as a dodge bonus to your Armor Class. Circumstances that cause you to lose your Dexterity bonus to AC also cause you to lose this bonus and it is treated in all other ways like a Dexterity bonus to AC.

WISE EVASION (GENERAL)

Your keen insight helps to get you out of tough scrapes.

Prerequisite: Wis 13+

Benefit: Using this feat, you can apply your Wisdom modifier instead of your Dexterity modifier to your Reflex saving throws.

WISE PRECAUTION (GENERAL)

Your cleverness helps you to avoid danger.

Prerequisite: Wisdom 13+.

Benefit: Using this feat, when you Fight Defensively, you gain an additional dodge bonus to AC equal to your Wisdom modifier.

CHAPTER THREE: TOOLS OF THE CRAFT



- CHAPTER THREE - TOOLS OF THE CRAFT

It is said that "a crafter is only as good as her tools," and this is certainly true among witches, who use a variety of different tools and implements in their craft. This chapter looks at the various tools of the witch, from herbs and herbal preparations to ritual tools, alchemical preparations, and various magic items.

- HERBS AND HERBAL - PREPARATIONS

Witches make use of many different herbs and many medicines made from them in their craft, usually for the purposes of healing and relieving suffering. That said, sometimes witches use herbs for far more malevolent purposes—to end life through the use of poisons. Witches also make use of various herbs as spell components or to make potions.

A complete treatise on all the various herbs and plants that a witch or herbalist might use on a day-to-day basis could easily fill a book twice the size of this one. Given that, and the fact that many herbs have similar uses, this section generalizes the uses of herbs and provides a number of examples that players and GMs can use to enhance their witch characters by simply using different herb names and descriptions to accompany their various uses.

HERBAL REMEDIES

Herbs are the primary source of medicines and remedies for all sorts of ailments and health concerns. When healing magic is unavailable (and it often may be for common folk), these remedies are the *only* source of treatment for various health problems.

HEALING HERBS

Various herbs help speed healing by encouraging the regrowth of damaged flesh and bone, preventing infection, aiding in replenishing lost blood, and preventing the formation of scar tissue. These herbs form an important part of long-term care using the Heal skill (for more details, see p. 29). Access to and use of properly prepared herbs provides a +2 circumstance bonus on Heal checks for long-term care (in addition to the +2 synergy bonus for having 5 or more ranks in the Profession (herbalist) skill).

PLANT TOXINS

Herbal preparations can injure or kill just as easily as they can heal. In fact, many beneficial medicinal herbs can be dangerous or even deadly when taken in the wrong proportions. An overdose of a sleeping draft can ensure that the sleeper will never wake, for example. Understanding how to heal also by necessity involves understanding how to harm. Although ethical witches do not use poison lightly (if at all), evil witches are more than willing to make it a potent and subtle weapon in their arsenal.

SPELL COMPONENTS

Some herbs and herbal preparations are used as spell components. In addition to the mistletoe and holly commonly used for druid spells, the following spells make use of herbal components. The GM may permit characters with the Profession (herbalist) skill to gather these components with a successful skill check.

SUBSTITUTE MATERIAL COMPONENTS

GMs wishing to may also permit the substitution of herbal components for spells that have material components with a cost of less than 1 gold piece. For example, a witch might use some rose or saffron (herbs of psychic insight) in place of a copper piece for *detect thoughts*, some catnip or lotus blossom for *hypnotism*, or amaranth and poppy for *invisibility*. The substituted herbal components must be specified at the time when the witch learns the spell, and cannot be changed, nor can the witch substitute the spell's original material component.

This option should generally only be allowed for spells with material components that cost 1 gp or less. The GM can permit it in other cases if she wishes, substituting suitably rare (and therefore rather expensive) herbs or plants that the witch has to go off on a quest to find (always a good seed for adventures) or purchase at the same price as the spell's original material component.

SPECIAL HERBS

Certain herbs deserve special attention and extended explanation because of their unique effects or uses. Such plants are detailed below.

GARLIC

Well known as an astringent and purifying plant (as well as a potent culinary enhancement), the odor of fresh garlic can also keep vampires at bay, so strands of it may be hung over doorways and windows as protection from them. The GM may permit a vampire a Will save (DC 30) to overcome its aversion to garlic, but a new save is required every minute the vampire can smell the odor to overcome it and resist the urge to recoil from it.

CHAPTER THREE: TOOLS OF THE CRAFT



HOLLY

Holly is sacred druidic plant. Holly leaves are gathered at night, preferably during a full moon, and wrapped in white cloth for use as a divine focus for druid spells. Holly plants are considered protective and may be grown near sacred groves.

MISTLETOE

The most sacred plant of the druids, mistletoe is also known as witch's broom and associated with witchcraft. Druids cut mistletoe on Midsummer's Eve using a golden sickle, and the cut herb is not permitted to touch the earth, or else it loses its magical potency. Like druids, witches sometimes use mistletoe as a focus of their spells. Mistletoe berries are poisonous; anyone ingesting them must make a Fortitude save (DC 13) to avoid 1 point of temporary Constitution damage, and another save a minute later to avoid another 1d6 points of temporary Constitution damage.

WOLFSBANE

Wolfsbane, also known as monk's hood or witch's hood, is a poisonous flowering plant. A dose of wolfsbane can cure a victim of lycanthropy if administered within an hour of infection. The victim makes a Fortitude saving throw while the healer makes a Heal check (both DC 20). If either succeeds, then the victim is cured of lycanthropy. However, the cure can sometimes be worse than the disease, since the victim must also make a Fortitude save (DC 13) against the effects of the wolfsbane, or suffer 1d6 points of temporary Strength damage. A second Fortitude save is required a minute later to avoid additional 2d6 points of temporary Strength damage. A victim that drops to Str 0 or less is paralyzed and begins losing 1 point of Constitution per round until dead. A healer can substitute a Heal check for the victim's Fortitude saving throw if the result of the Heal check is greater.

CREATING HERBS

A number of the herbs mentioned in this and other roleplaying products are fictional, while others are real. Don't overly concern yourself with which is which; the point is to include the flavor of being able to rattle off a few herb names if you need them during a game, not to provide a treatise on the real-world uses of herbs and remedies. Plenty of reputable books are available, if that's the sort of information you're looking for.

Using fictional names for herbs also allows you the freedom to create pretty much any sort of herb or herbal remedy that you want for your campaign world. Some of these can have surprising effects on the feel of societies and cultures in the world. For example, if simple, effective herbal means of contraception (and perhaps even abortion) exist then women are far less likely to become unexpectedly pregnant. This in turn allows women to take on additional power and responsibility in society. Perhaps this empowerment of women is another reason to associate witchcraft with them (and why a male-dominated society may not care for witches).

Other examples of unique herbs and remedies include plants that cure particular diseases unique to the campaign world that provide small saving throw bonuses against other poisons, diseases, or perhaps even spells.

CHAPTER THREE: TOOLS OF THE CRAFT

TABLE 3-1: HERBAL REMEDIES

Condition	Common Herbal Remedies	Condition	Common Herbal Remedies
Anxiety	hops, passionflower, St. John's wort, valerian	Gastrointestinal	dandelion root, devil's claw root, fennel seed, flaxseed, lavender flower, lemon balm, licorice root, mint oil, passionflower, yarrow
Arthritis	devil's claw root, ivy leaf, licorice root, willow bark	Headache	linden flower, mint oil, willow bark
Bronchitis	ginger root, horehound herb, ivy leaf, thyme	Injuries	arnica flower, St. John's wort, witch hazel
Bruises	arnica flower, calendula flower, St. John's wort, witch hazel leaf and bark.	Itching	butcher's broom, oat straw
Burns	St. John's wort, walnut leaf.	Kidney Stones	asparagus root, goldenrod, juniper berry, parsley, stinging nettle
Cardiac Symptoms	hawthorn berry, flower, and leaf, motherwort	Liver Disease	milk thistle
Circulatory Disorders	hawthorn berry, lavender flower, rosemary leaf	Loss of Appetite	angelica root, cinnamon bark, coriander seed, dandelion herb or root, fenugreek seed, horehound herb, lavender flower, lemon balm, onion, valerian root, yarrow.
Cold and Flu	echinacea, elder flower, meadowsweet, mint oil, myrrh, willow bark, yarrow.	Muscle Pain	horseradish, peppermint, St. John's wort
Constipation	dandelion herb, flaxseed, senna leaf	Restlessness	hops, lavender, passionflower, valerian
Cough	flaxseed, horehound herb, ivy leaf, licorice flower, marshmallow leaf/root, mullein flower, peppermint oil	Skin Irritation	chamomile, flaxseed, marshmallow root, peppermint oil, yarrow
Depression	St. John's wort	Sunburn	poplar bud
Fever	elder flower, meadowsweet, willow bark, yarrow	Tonic	turmeric root
Frostbite	poplar bud	Upper Respiratory	elder, fennel seed, horehound herb, horseradish, ivy leaf, marshmallow leaf, mint oil, mullein flower, peppermint oil, thyme
Gargle	chamomile, marshmallow root, poplar bud, witch hazel		

TABLE 3-2: PLANT TOXINS

Poison	Type	Initial Damage	Secondary Damage	Price
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Malys root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	5,000 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	250 gp
Mistletoe berries	Ingested DC 13	1 Con	1d6 Con	100 gp
Wolfsbane	Ingested DC 13	1d6 Con	2d6 Con	750 gp

TABLE 3-3: HERBAL SPELL COMPONENTS

Spell	Component
<i>acid fog</i>	A pinch of powdered peas
<i>animal friendship</i>	A piece of food (fruit or herbs for some animals)
<i>animal messenger</i>	A piece of food (fruit or herbs for some animals)
<i>darkvision</i>	A pinch of dried carrot
<i>hallow</i>	Herbs and incense worth at least 1,000 gp
<i>haste</i>	A shaving of licorice root
<i>passwall</i>	A pinch of sesame seeds
<i>rope trick</i>	Powdered corn extract
<i>stinking cloud</i>	Skunk cabbage leaves
<i>true seeing</i>	Rare mushroom powder and saffron (250 gp)
<i>unhallow</i>	Herbs and incense worth at least 1,000 gp

CHAPTER THREE: TOOLS OF THE CRAFT

- RITUAL ITEMS -

Witches use a number of items—most of them seemingly mundane—in their magical rituals. These items can be considered foci and material components for rituals, and part of the cost of ritual involves acquiring the necessary ritual items.

ATHAME

An *athame* is a ritual dagger used for marking the boundaries of a ritual space, focusing the wielder's will and magical power, and symbolically "cutting" ties between objects (such as the connection between a victim and the source of a curse in a *remove curse* ritual). Traditionally, an *athame* has a white handle, is double-edged, and is never used to cut anything material (being used solely as a magical symbol). Using an *athame* for mundane tasks may spoil it for use as a ritual item at the GM's discretion, requiring the blade to be properly cleansed and consecrated again (a process that should take at least one cycle of the moon, or 28 days).

BOLINE

The black-handled *boline* is the mundane counterpart of the *athame*. It is a dagger or knife used for mundane ritual work, such as cutting or chopping herbs, cutting cords (perhaps even including umbilical cords, in the hands of a midwife). The *boline* is a tool, but a sacred and magical one nonetheless. A *boline* is not intended for use as a weapon, although whether or not using it as one spoils it for use as a ritual tool is left up to the GM.

BROOM

The broom or *besom* is an important tool and symbol for witches. A common domestic item, brooms are used to "sweep out" an area both physically and mystically. Witches often cleanse their ritual space with a broom before beginning a ritual, and brooms are also used during rituals intended to clear away or banishing things (such as spells or curses). Brooms are most strongly associated with witches and flying; enchanted *brooms of flying* allow witches to soar through the air, and brooms are sometimes temporarily enchanted to serve as vehicles for flight.

- ALCHEMICAL PREPARATIONS -

In addition to the alchemical preparations commonly used by adventurers, witches brew up various other elixirs and concoctions for everyday use.

CONTRACEPTIVE

This alchemical potion renders the drinker infertile for 1d4+1 days. Although primarily used to prevent unwanted pregnancies, it has been used as a part of schemes to prevent a couple (often noble or even royal) from conceiving a child. The elixir mixes easily with wine or other alcohol, which also covers the taste. *Cost: 1 gp; DC to make: 20.*

DYES

A number of fine dyes in a wide and brilliant range of colors can be made from various plants using alchemical methods. Some

CANDLES

Candles of various colors are used in witchcraft, both to provide light for indoor or nighttime rituals and to serve as the focus for a particular spell. The flame of a candle has magical significance as a symbol of enlightenment, driving back the darkness. Witches often craft their own candles using tallow or beeswax, mixed with different herbs to give the candles particular scents and mystical properties. Different colors are also associated with particular spells and rituals.

CAULDRON

Another common household item, the cauldron is a heavy iron pot of kettle that typically holds at least a couple gallons of liquid, often as much as 10 gallons or more. Cauldrons are usually rounded, with three stubby legs at the bottom and a wide lip to support a lid. They have a semicircular handle, allowing them to hang from a hook in a fireplace or from a tripod over an open fire. Although common folk often use cauldrons for cooking (and even mundane chores such as laundry), witches also use them to prepare herbal remedies and to brew up potions.

CHALICE

The cup or chalice is an extension of the imagery and symbolism of the cauldron. Most often it is a simple clay cup used to hold water or wine for rituals. The cup represents the bountiful nature of the element of water and small libations are usually poured from it onto the earth before or during a ritual to honor the ancestors, deities, and spirits.

INCENSE

Witches use various sorts of herbal incense in their rituals. They may consist of simply throwing handfuls of dried and prepared herbs onto a fire or creating a mixture of ground up herbs and resins that can be used powdered or formed into small cakes that burn slowly and release a sweet, pungent smoke. Incense is used to cleanse and purify and its smoke is believed to help keep harmful magic at bay. The scent of incense also helps to induce the proper state of mind for performing magical rituals, so it is often burned before and during ritual magic.

witches make these for their own use or for sale to supplement their income. *Cost: 1 gp; DC to make: 15.*

HAIR GROWTH

A restorative formula that treats baldness, quite in demand among the wealthy and vain. It requires weekly treatments over the course of three months to be fully effective. *Cost: 2 gp; DC to make: 20.*

TOOTH CARE

Tooth care is a constant problem in most pre-industrial settings. This medicinal-tasting gargle keeps the teeth clean, white, and strong. Quite useful in places with little or no understanding of dentistry. *Cost: 1 gp (for a month's worth); DC to make: 15.*

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- MAGIC ITEMS -

Witches create and use a number of magic items. Like their spells, witch magic items tend to be fairly subtle, focused on divination, enchantment, and transmutation rather than weapons, evocations, and similar items common to adventurers. This section describes some common magic items made and used by witches, along with information about some existing magic items with special significance or uses in witchcraft.

WEAPONS

Few magical weapons are associated with witches; a witch's greatest weapons are her wisdom and her spells. So witches have fairly little use for enchanted weapons, although there are a few they are known to use.

WITCH'S DAGGER

This enchanted doubled-edged weapon is a +3 *ghost touch dagger*, able to wound spirits and other incorporeal creatures. It also enables the wielder to cast *dispel magic* as a 12th-level caster three times per day by pointing the dagger at the target of the spell. However, like an athame, a *witch's dagger* is not meant to be used against solid foes. If the dagger is used to cut anything material (living or not), it loses its powers until an *atonement* spell is performed over it, at which point its normal powers are restored.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor; *dispel magic, repulsion*; *Market Price:* 56,000 gp; *Cost to Create:* 28,000 gp + 2240 XP.

CANDLES

One of the crafts that witches use in their magic is candle-making. By incorporating special ingredients into the molten candle wax, a witch can produce a candle that magically stores a particular spell, akin to the way a potion does. In fact, a magical candle is basically a potion in a different form and all the normal rules for the Brew Potion feat apply to candles as well, including the fact that only spells of 3rd level or less can be stored in a candle.

The creature that lights the candle becomes the subject of its stored spell. Candles with instantaneous spells flare up and burn out in a moment while candles with longer duration spells continue to burn throughout the spell's duration. If the candle is snuffed out before the spell's duration expires, the spell ends prematurely (the candle can be relit, but it has no further magical effect). Once a magical candle is lit, the spell continues to affect the creature for its normal duration regardless of the distance between them, so long as the creature is still on the same plane.

Lighting a candle using a tindertwig or an existing fire source such as a torch is a standard action that provokes an attack of opportunity. Lighting a candle using flint and steel or some other method is a full-round action at best.

Caster Level: 3rd+; *Prerequisites:* Brew Potion, spell to be stored; *Market Price:* (caster level x spell level) x 50 gp; *Cost to Create:* (caster level x spell level) x 25 gp, plus (caster level x spell level) x 2 XP.

Example: Aelric finds respite from his travels through the Dark Forest in a defensible cave. He suffered somewhat at the fangs of the dire wolves dwelling in the forest and has no healer with him. So once he has fortified the entrance of the cave and kindled a small fire, he takes out the blessed candle that the old wise-woman gave him when he entered the forest. He lights it from the fire and places it in a crack in the rock. The magic candle stores a quicken healing spell at caster level 4, so Aelric recovers hit points twice as fast over the next four days. It turns out that he only rests for two, but is completely recovered by then. He snuffs out the candle, losing its remaining two days of duration, but still grateful to have had it.

POTIONS

Witches are well known for brewing up potions, although many of the things that common folk think of as "potions" are actually simple herbal remedies or alchemical elixirs rather than true potions, which are more difficult and expensive to make.

Witches typically brew their potions in a large iron kettle or cauldron that can be hung over a fire from a hook or tripod. A witch may choose to make a larger batch of a potion simply by multiplying the cost in raw ingredients and XP and the time necessary. So making a batch of ten doses of a *potion of cure light wounds*, for example, costs 250 gp, 20 XP, and takes 10 days of work.

Witches often use herbal and natural ingredients in their potions. At the GM's discretion, a witch can make a Profession (herbalist) check to reduce the cost of the materials necessary for a potion. Reduce the cost of the potion's materials in gold



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pieces by the check result. This takes a week of gathering and preparing the necessary herbs. The witch can continue to make skill checks until she fails a check or the potion's cost is reduced to 0, whichever comes first. A witch can combine gathered and purchased ingredients with no penalty.

ANIMAL TONGUES

The drinker can comprehend and communicate with animals for up to five minutes after consuming this potion. The animals don't become more intelligent or cooperative, although friendly creatures may be willing to do small favors or services.

Caster Level: 5th; *Prerequisites:* Brew Potion, *Speak with Animals*; *Market Price:* 500 gp; *Cost to Create:* 250 gp + 20 XP.

AWAKENING

When applied to a sleeping or unconscious creature, this potion immediately makes them awake and alert. It dispels the effects of *sleep*, *eternal sleep*, and other spells that cause sleep or unconsciousness. It does not restore hit points or eliminate subdual damage. If a condition, such as subdual damage, that would cause the drinker to be unconscious remains after the potion's effects wear off in one hour, then the creature becomes unconscious again.

Caster Level: 3rd; *Prerequisites:* Brew Potion, spellcaster level 5th; *Market Price:* 150 gp; *Cost to Create:* 75 gp + 6 XP.

BEAUTY CREAM

When this ointment is applied to the face and body, the subject becomes a particularly handsome or beautiful member of his or her species. This grants a +5 competence bonus with interaction skills such as *Bluff* and *Diplomacy* where the character's attractiveness is a factor (in the GM's judgment). The effects of one treatment last for 8 hours.

Caster Level: 3rd; *Prerequisites:* Brew Potion, spellcaster level 8th; *Market Price:* 300 gp; *Cost to Create:* 150 gp + 12 XP.

BLINDNESS/DEAFNESS

A creature that drinks this potion must make a Fortitude saving throw (DC 13) or be immediately struck blind or deaf (chosen when the potion is made). The condition is permanent until cured by *remove blindness/deafness*.

Caster Level: 4th; *Prerequisites:* Brew Potion, *blindness/deafness*; *Market Price:* 400 gp; *Cost to Create:* 200 gp + 16 XP.

BRAVERY

This potion banishes fear and fills the drinker with confidence and self-assurance. He gains a +4 morale bonus against *fear* effects for thirty minutes. Additionally, if the drinker is suffering from a *fear* effect when he drinks the potion, he receives another saving throw with a +4 bonus.

Caster Level: 8th; *Prerequisites:* Brew Potion, *remove fear*; *Market Price:* 400 gp; *Cost to Create:* 200 gp + 16 XP.

CALMING

A dose of this potion calms and soothes an agitated creature. The drinker can make a Will saving throw (DC 14) to resist the potion's effects. Otherwise the creature is affected per a *calm emotions* spell for one minute (10 rounds), after that, it may act normally.

Caster Level: 10th; *Prerequisites:* Brew Potion, *calm emotions*; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

CLUMSINESS

This potion causes the creature drinking it to drop to a Dexterity score of 1 if the drinker fails a Fortitude saving throw (DC 17). The effect is permanent unless removed by *heal*, *limited wish*, *wish*, or *miracle*.

Caster Level: 10th; *Prerequisites:* Brew Potion, Craft Wondrous Item, spellcaster level 10th+; *Market Price:* 5,000 gp; *Cost to Create:* 2,500 gp + 200 XP.

CONCENTRATION

This potion focuses the mind and calms the spirit. The drinker gains a +10 competence on Concentration checks for 1 hour.

Caster Level: 2nd; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* 150 gp; *Cost to Create:* 75 gp + 6 XP.

CONFUSION

This strange, swirling multi-colored liquid induces a temporary state of confusion in the drinker. The creature must make a Will saving throw (DC 13) or suffer the effects of a *confusion* spell for the next 10 rounds.

Caster Level: 10th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *confusion*; *Market Price:* 4,000 gp; *Cost to Create:* 2,000 gp + 160 XP.

CONTAGION

The drinker of this potion is afflicted with a disease chosen by the potion's maker. The creature must make a Fortitude saving throw (DC 15) to avoid infection. Possible diseases include blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, slimy doom, or any others approved by the GM.

Caster Level: 6th; *Prerequisites:* Brew Potion, *contagion*; *Market Price:* 900 gp; *Cost to Create:* 450 gp + 36 XP.

CRAFTSMANSHIP

Drinking this potion grants a character a +10 competence bonus on any Craft checks for 1 hour.

Caster Level: 2nd; *Prerequisites:* Brew Potion, spellcaster level 6th; *Market Price:* 150 gp; *Cost to Create:* 75 gp + 6 XP.

ENFEEBLEMENT

This potion causes the creature drinking it to drop to a Strength score of 1 if the drinker fails a Fortitude saving throw (DC 17). The effect is permanent unless removed by *heal*, *limited wish*, *wish*, or *miracle*.

Caster Level: 10th; *Prerequisites:* Brew Potion, Craft Wondrous Item, spellcaster level 10th; *Market Price:* 5,000 gp; *Cost to Create:* 2,500 gp + 200 XP.

FOOLISHNESS

This potion causes the creature drinking it to drop to an Intelligence score of 1, per the *feeblemind* spell, if the drinker fails a Will saving throw (DC 17). The effect is permanent unless removed by *heal*, *limited wish*, *wish*, or *miracle*. Arcane spellcasters such as sorcerers, witches, and wizards, have a -4 penalty on their saving throws against this potion.

Caster Level: 10th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *feeblemind*; *Market Price:* 5,000 gp; *Cost to Create:* 2,500 gp + 200 XP.

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FORGETFULNESS

A dose of this potion requires the drinker to make a Will saving throw (DC 16) or forget up to five minutes of time. The drinker forgets the first memory or experience suggested by someone after they drink the potion. If no suggestion is made within a minute of drinking the potion, then the drinker forgets the last five minutes (including drinking the potion). The potion's effects are permanent unless undone by *break enchantment*, *modify memory*, or a *potion of memory*.

Caster Level: 7th; **Prerequisites:** Brew Potion, Craft Wondrous Item, spellcaster level 7th+; **Market Price:** 2,800 gp; **Cost to Create:** 1,400 gp + 112 XP.

FINAL REST

This oil is used to prepare a corpse for burial. Any body treated with *oil of final rest* cannot become any sort of undead, nor can the spirit or soul that is associated with it, just as if the body was buried in *hallowed ground*.

Caster Level: 1st; **Prerequisites:** Brew Potion, *lay to rest*; **Market Price:** 50 gp; **Cost to Create:** 25 gp + 2 XP.

FLYING OINTMENT

This preparation of herbs includes belladonna, mandrake, and foxglove (also known as "witch's glove"). When rubbed over the skin, the ointment grants the subject the ability to *fly* per the spell for up to one hour.

Caster Level: 6th; **Prerequisites:** Brew Potion, *fly*; **Market Price:** 900 gp; **Cost to Create:** 450 gp + 36 XP.

GULLIBILITY

A creature that drinks this potion must make a Will saving throw (DC 17) or become somewhat befuddled and mildly euphoric. The drinker suffers a competence penalty of -10 on all Wisdom checks and Will saving throws for an hour, until the potion's effects wear off. Among other things, this means the drinker is more easily affected by uses of *Bluff*, *Disguise*, and *enchantment* spells.

Caster Level: 10th; **Prerequisite:** Brew Potion, spellcaster level 10th+; **Market Price:** 5,000 gp; **Cost to Create:** 2,500 gp + 200 XP.

HEARING

The drinker gains extremely sharp and sensitive hearing for one hour, granting a +10 competence bonus on all Listen checks.

Caster Level: 2nd; **Prerequisites:** Brew Potion, spellcaster level 6th+; **Market Price:** 150 gp; **Cost to Create:** 75 gp + 6 XP.

LYCANTHROPY

Any humanoid creature that drinks this potion must make a Fortitude saving throw (DC 20) to avoid being infected with

a form of lycanthropy chosen when the potion is made. If the save fails, the drinker becomes a lycanthrope of that type (apply the appropriate lycanthrope template to the creature's normal abilities). The lycanthropy caused by the potion is the same as that inflicted by the bite or attack of a lycanthrope and can be cured in the same way.

Caster Level: 8th; **Prerequisites:** Brew Potion, *bestow curse*; **Market Price:** 3,200 gp; **Cost to Create:** 1,600 gp + 128 XP.

LUST

This preparation induces a strong sexual desire in the character drinking it. Anyone attempting to seduce the drinker gains a +10 bonus on the necessary skill or ability checks (such as *Bluff*, *Charisma*, *Diplomacy*). The effects last for 1d4 hour or until the characters is successfully seduced, whichever comes first.

Caster Level: 2nd; **Prerequisite:** Brew Potion, *charm person*; **Market Price:** 150 gp; **Cost to Create:** 75 gp + 6 XP.

MADNESS

This baleful potion works per a *potion of confusion* (above), except that its saving throw DC is 19 and its effects are permanent unless reversed by *greater restoration*, *limited wish*, *miracle*, or *wish*.

Caster Level: 14th; **Prerequisite:** Brew Potion, Craft Wondrous Item, *insanity*; **Market Price:** 9,800 gp; **Cost to Create:** 4,900 gp + 392 XP.

MEMORY

The character who drinks this potion has perfect and total recall for a period of one hour. The drinker can remember anything he experienced with perfect clarity. If the drinker is under the effects of a spell that affects his memory (such as *modify memory*), roll a check for the *potion of memory* to dispel it, per the *dispel magic* spell. Once the potion's effects wear off, the clarity of the drinker's memory returns to normal, but any dispelled memory effects are still gone.

Caster Level: 6th; **Prerequisite:** Brew Potion, spellcaster level 6th+; **Market Price:** 300 gp; **Cost to Create:** 150 gp + 12 XP.

NEUTRALIZATION

This potion neutralizes the effects of any other potion currently in the drinker's system. It does not neutralize the effects of potions with an instantaneous duration (such as *cure* potions or a *potion of madness*), but it does eliminate the effects of potions with a permanent duration, such as a *potion of blindness*. It has



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no effect on spells or effects from any source other than potions. To neutralize oils, the potion must be poured over the affected creature or subject rather than consumed.

Caster Level: 6th; *Prerequisite:* Brew Potion, *dispel magic*;
Market Price: 900 gp; *Cost to Create:* 450 gp + 36 XP.

POLYMORPH

There are actually two different types of *potion of polymorph*. The first allows the drinker to assume the form of a desired creature, per the *polymorph self* spell, lasting up to 8 hours. The other forces the drinker to make a Fortitude save (DC 16) or be transformed into a form chosen by the maker of the potion. Frogs, rabbits, and other small, harmless animals are a common choice. The latter potion is permanent unless reversed by *dispel magic*, *remove curse*, *break enchantment*, or a similar effect.

Caster Level: 8th; *Prerequisite:* Brew Potion, Craft Wondrous Item, *polymorph other* or *polymorph self*; *Market Price:* 3,200 gp; *Cost to Create:* 1,600 gp + 128 XP.

SLEEPING DRAFT

Any creature with 8 or fewer Hit Dice that drinks this potion must make a Will saving throw (DC 14), or fall into a deep sleep for 10 minutes. The sleeping creature is helpless and can only be awakened by slapping, violent shaking, or injury. Normal noise or similar disturbances will not awaken it. This potion does not affect creatures that do not sleep, such as elves, constructs, or undead.

Caster Level: 10th; *Prerequisite:* Brew Potion, *sleep*; *Market Price:* 500 gp; *Cost to Create:* 250 gp + 20 XP.

SLUMBER

A creature that consumes this potion must make a Will saving throw (DC 17) or immediately fall into a comalike sleep from which it cannot be awakened, except by the use of *break enchantment*, *limited wish*, *wish* or *miracle*, or the use of a *potion of awakening*. The creature's life-functions are slowed so that it can remain asleep indefinitely, without need for food, water, or even air.

Caster Level: 10th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *eternal sleep*; *Market Price:* 5,000 gp; *Cost to Create:* 2,500 gp + 200 XP.

TERROR

A creature that drinks this potion must make a Will saving throw (DC 14) or suffer a -2 morale penalty on attack and damage rolls and saving throws due to extreme fear for 10 rounds. Creatures immune to *fear* effects are unaffected.

Caster Level: 10th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *scare*; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

TRUE SEEING

This unguent is rubbed over the eyes, giving the subject the ability to see things as they truly are, per the *true seeing* spell, lasting for 15 minutes.

Caster Level: 15th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *true seeing*; *Market Price:* 9,000 gp; *Cost to Create:* 4,500 gp + 360 XP.

WEAKNESS

This potion temporarily saps a creature's Strength. The drinker must make a Fortitude saving throw (DC 13) or suffer a -5 enhancement penalty to Strength for five minutes. The subject's Strength cannot drop below 1.

Caster Level: 5th; *Prerequisites:* Brew Potion, *ray of enfeeblement*; *Market Price:* 250 gp; *Cost to Create:* 125 GP + 10 XP.

YOUTH

This treasured potion removes a year from the drinker's physical age. This removes penalties from aging, while leaving bonuses untouched. The drinker must make a successful Fortitude saving throw (DC 15) for the potion to take effect. Otherwise, there is no effect. A failed saving throw also undoes the effects of any and all *potions of youth* that the creature has consumed, causing it to return rapidly to its true physical age. If this amount exceeds the creature's normal lifespan, it dies. If it exceeds that amount by more than five years, it instantly crumbles to dust as well.

Caster Level: 15th; *Prerequisites:* Brew Potion, Craft Wondrous Item, spellcaster level 13th+; *Market Price:* 15,000 gp; *Cost to Create:* 7,500 gp + 600 XP.

WANDS

The wand is one of the prime symbols and tools of the witch. Wands represent a device for focusing the will, and witches often use wands (both mundane and enchanted) in their rituals as pointers to draw in the air or direct their attention.

Traditionally, witch wands are made of wood, with a length equal to the distance between the witch's elbow and fingertips. Favored woods include oak, ash, and fruit-bearing trees of all sorts (particularly apple). Wands are often carved with magical symbols and runes, and may be decorated with precious metals, crystals, or gems, although most wands used by witches are simple and plain.

RUNE WANDS

A rune wand is a short stick carved with runes and magical symbols. It is intended to store a single spell, much like a normal wand, but a rune wand is good for only one use. After it is expended, it is nothing more than an ordinary stick. The primary advantages of rune wands are that they are fairly simple and easy to make in comparison to regular wands, and they can be used by anyone who knows the wand's command word (usually written as part of the runes), not just spellcasters. Witches often give rune wands as gifts to aid those who have aided them or tools for nonspellcasters such as Witch's Champions (see p. 22).

Caster Level: Minimum level to cast the desired spell;
Prerequisites: Craft Wand, Craft Wondrous Item, spell to be stored; *Market Price:* (spell level x caster level x 50 gp); *Cost to create:* (spell level x caster level x 25 gp) plus (spell level x caster level x 2) XP.

STAFFS

Witches use various sorts of magical staffs in their craft, much like wizards and sorcerers do. They also create a few staffs of

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their own. Like wands, witch staffs are typically made from oak, ash, or fruit-bearing trees such as apple.

STAFF OF ENCHANTMENT

This staff of apple or cherry wood allows use of the following spells:

- *charm person* (1 charge, DC 11)
- *sleep* (1 charge, DC 11)
- *suggestion* (1 charge, DC 13)
- *emotion* (1 charge, DC 14)
- *charm monster* (2 charges, DC 14)
- *mass suggestion* (2 charges, DC 16)

Caster Level: 14th; *Prerequisites:* Craft Staff, *charm person, sleep, suggestion, emotion, charm monster, mass suggestion;* *Market Price:* 108,000 gp; *Cost to Create:* 54,000 gp + 4,320 XP.

STAFF OF TRANSFORMATION

This staff made of ash is carved with shifting shapes and graceful curves. It allows the use of the following spells:

- *alter self* (1 charge)
- *polymorph self* (1 charge)
- *polymorph other* (1 charge, DC 14)
- *massmorph* (2 charges, DC 16)

Caster Level: 12th; *Prerequisites:* Craft Staff, *alter self, polymorph self, polymorph other, massmorph;* *Market Price:* 81,000 gp; *Cost to Create:* 40,500 gp + 3,240 XP.

TREANT STAFF

This gnarled staff is made from a branch with the bark left on it. It may even have a few leaves, which remain green and vital. When the end of the staff is planted in the earth the staff transforms into a fully grown, Huge treant that obeys the commands of the person who spoke the command word, per the *liveoak* spell. This consumes one charge. The staff remains in treant form for up to one day, then reverts back to staff form. Likewise, if the treant is killed, it reverts back to staff form and can be summoned again the next day.

Caster Level: 14th; *Prerequisites:* Craft Staff, *liveoak;* *Market Price:* 74,000 gp; *Cost to Create:* 37,000 gp + 2960 XP.

WITCH'S STAFF

This staff of black wood is topped with a rough-faceted crystal. It is a potent magic item that allows the use of the following spells:

- *command* (1 charge, DC 11)
- *sleep* (1 charge, DC 11)
- *magic circle against chaos/evil/good/law* (1 charge)
- *polymorph other* (1 charge, DC 14)
- *veil* (1 charge)
- *bestow curse* (2 charges, DC 13)
- *eternal sleep* (2 charges, DC 15)

Additionally, the wielder of a *witch's staff* has a +2 luck bonus to AC and all saving throws. The staff itself is a +2 *ghost touch quarterstaff* and can be used as a weapon in melee combat.

Caster Level: 15th; *Prerequisites:* Craft Staff, Craft Magic Arms and Armor, *command, sleep, bestow curse, magic circle, polymorph other, eternal sleep, veil;* *Market Price:* 201,000 gp; *Cost to Create:* 100,500 gp + 8,040 XP.

RODS

RITUAL

This enchanted rod is intended for use in ritual magic (see p. 49). It helps to focus the energies of the wielder and anyone else participating in a ritual, granting a certain number of bonus levels to the wielder for the purpose of the ritual. A *rod of ritual* can grant its bonus spell levels once per day, but the wielder can choose how many of them to use at once, and can split the rod's spell levels up between different rituals, if desired. A *rod of ritual* cannot grant more than 10 bonus levels.

Caster Level: 15th; *Prerequisites:* Craft Rod, spellcaster level 15+; *Market Price:* (bonus level squared x 2,000 gp); *Cost to Create:* (bonus level squared x 1,000 gp) plus (bonus level squared x 80 XP).

WONDROUS ITEMS

CAULDRON OF BREWING

A *cauldron of brewing* resembles a finely made cooking pot. The cauldron is capable of heating any liquid placed in it to an exact temperature and maintaining it indefinitely. In the hands of a skilled user, the cauldron provides a +10 competence bonus on Alchemy checks.

Caster Level: 5th; *Prerequisite:* Craft Wondrous Item, caster must have 5 or more ranks in Alchemy; *Market Price:* 2,000 gp. *Cost to Create:* 1,000 gp + 80 XP.

CAULDRON OF THE DEAD

This heavy cauldron of dark iron is large enough to accommodate a Medium-sized creature. When filled with a mixture of water and rare herbs, the cauldron transforms any dead body placed in it into a zombie or skeleton per the *animate dead* spell (the user chooses whether or not a zombie or skeleton is created from an intact corpse). Each corpse animated uses up 50 gp in materials and the cauldron can animate a corpse in one round. The user of the cauldron commands the undead so created, up to 2 HD per character level, any further undead created over this limit are under the owner's control, but previously created undead are freed.

Caster Level: 10th; *Prerequisite:* Craft Wondrous Item, *animate dead;* *Market Price:* 54,000 gp; *Cost to Create:* 27,000 gp + 2,160 XP.

CAULDRON OF FLYING

This iron pot is large enough for two Medium-sized humanoids to stand in comfortably. Upon command the cauldron and up to 500 pounds of additional weight can *fly* through per the spell with an unlimited duration. The cauldron moves under the direction of the person who spoke the command word to activate it. The cauldron provides half cover for anyone standing in it. It has a hardness of 10 and 60 hit points.

Caster Level: 5th; *Prerequisite:* Craft wondrous item, *fly, permanency;* *Market Price:* 15,100 gp; *Cost to Create:* 7,600 gp + 604 XP.

CAULDRON OF PLENTY

This enchanted iron cauldron can produce nourishing, simple fare sufficient to feed up to thirty-six people per day upon command. Once per week it can also be commanded to create

CHAPTER THREE: TOOLS OF THE CRAFT

a *heroes' feast* for up to twelve people. The cauldron needs neither fire nor ingredients to produce food, it does so instantly upon command.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *create food and water, heroes' feast*; *Market Price:* 18,000 gp; *Cost to Create:* 9,000 gp + 720 XP.

CAULDRON OF SEEING

When filled with pure, clear water, this cauldron allows the user to see over virtually any distance per the *screaming* spell. It may have additional powers like those of a *crystal ball* for the same market prices given in the *DMG*.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *screaming*; *Market Price:* 42,000 gp; *Cost to Create:* 21,000 gp + 1,680 XP.

DECK OF DIVINING

This is a deck of finely crafted cards made of heavy vellum, or thin sheets of ivory or horn, with various images used in divination (similar to a *deck of many things*). The deck permits a spellcaster to perform a divination by laying out the cards in a 10-minute reading. The accuracy and information provided by the reading are the same as that of a *divination* spell cast by a character of the same caster level (70% +1% per caster level). The ritual requires incense and other ritual materials with a cost 25 gp per reading.

Caster Level: 8th; *Prerequisite:* Craft Wondrous Item, *divination*; *Market Price:* 64,000 gp; *Cost to Create:* 32,000 gp + 2,560 XP.

HORN OF THE HUNTER

This carved and decorated animal horn trumpet can be sounded up to three times per day. When sounded, it acts as a *scare* spell against all creatures within 15-ft. radius (Will save, DC 14).

Caster Level: 8th;
Prerequisites: Craft Wondrous Item, *scare*;
Market Price: 20,000 gp;
Cost to Create: 10,000 gp + 800 XP.

MASK OF BEAUTY

While worn, this mask transforms the wearer into an idealized version of beauty. The wearer of the *mask of beauty* gains a +6 enhancement bonus to Charisma.

Caster Level: 10th;
Prerequisites: Craft Wondrous Item, *eagle's splendor*; *Market Price:* 36,000 gp; *Cost to Create:* 18,000 gp + 1,440 XP.

MASK OF THE HUNTER

This wooden mask is carved to resemble a face made up of curling leaves, with a pair of deer antlers sprouting from its forehead. While worn, the *mask of the hunter* grants a +10 enhancement bonus on all Hide, Move Silently, and Wilderness Lore checks while outdoors in a natural setting.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, spellcaster level 5th+; *Market Price:* 4,000 gp; *Cost to Create:* 2,000 gp + 160 XP.

MOON CIRCLET

This fine silver circlet has a crescent shape at the front with the two horns pointing upward, surmounted by a moonstone. The wearer of a *moon circlet* gains darkvision to 60 feet (if they do not already possess it). Additionally, if the wearer is an arcane spellcaster, she gains the benefits and disadvantages of the Lunar Magic feat (p. 32) while wearing the circlet. Removing a *moon circlet* imposes 2 negative levels on the wearer until the next full moon (or until the circlet is replaced, whichever comes first). These negative levels cannot be restored by any means short of a *limited wish*, *wish*, or *miracle*.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, arcane spellcaster level 10th+; *Market Price:* 15,000 gp; *Cost to Create:* 7,500 gp + 600 XP.

PENTACLE OF POWER

This magical amulet is a five-pointed star within a circle, typically cast in silver and suspended on a fine chain of the same metal. When worn by a character able to spontaneously cast arcane spells (such as a bard, sorcerer, or witch), a *pentacle of power* grants its wearer an additional spell slot per day, which can be used normally. The *pentacle's* spell slot is of a particular level and the wearer must be capable of casting spells of that level in order to use the spell slot granted by the *pentacle*. Otherwise, it is used normally as part of the caster's daily allotment of spells.

Caster Level: 17th;
Prerequisites: Craft Wondrous Item, creator must be able to cast spells of the *pentacle's* level; *Market Price:* (spell level squared x 1,000 gp); *Cost to create:* (spell level squared x 500 gp) plus (spell level squared x 40 XP).

SPELL STONE

A *spell stone* is a gem or semiprecious stone, often carved with runes or mystic symbols. The stone stores the essence of an arcane spell, allowing the holder of the stone to prepare and cast that spell as if she had the spell in her spellbook or among her known spells. Therefore a wizard holding a *spell stone* can prepare its spell as if she were reading it from her spellbook. A witch, sorcerer,



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or other spontaneous arcane spellcaster can cast the spell stored in a *spell stone* as if it were one of her known spells. The caster must still use an appropriate spell slot to prepare or cast the spell, and must have the *spell stone* in hand to do so. The spell must also be one that is on the spell list for the caster's class.

Caster Level: (spell level x 2); **Prerequisites:** Craft Wondrous Item, Scribe Scroll, creature must be able to cast spell to be stored; **Market Price:** (spell level squared x 1000 gp); **Cost to create:** (spell level squared x 500 gp) plus (spell level squared x 40 XP).

CURSED ITEMS

Evil witches earn infamous reputations for creating various cursed and wicked items that bring misery and death to their enemies and all good creatures. Cursed and harmful potions are the most common of these items (see **Potions**, p. 41), but evil witches create a variety of other items as well.

APPLE OF ETERNAL SLEEP

This beautiful red, ripe apple appears fresh and tempting. Should anyone bite into it (even a small taste), they must make an immediate Will saving throw (DC 19) or be stricken by the *eternal sleep* spell (p. 60). The victim can only be awakened by a casting of *break enchantment*, *limited wish*, *wish*, or *miracle*, or by a kiss from someone of royal blood.

Caster Level: 10th; **Prerequisite:** Brew Potion, Craft Wondrous Item, *eternal sleep*; **Market Price:** 5,000 gp; **Cost to Create:** 2,500 gp + 200 XP.

CLOAK OF IMMOLATION

This baleful cloak appears to be a finely made normal garment that radiates protective magic when examined using *detect magic*. The cloak can be handled or examined without harm, but when it is put on, it immediately bursts into flames, which burn continuously but do not harm the cloak, only its wearer. The cloak does 1d6 points of fire damage each round and cannot be removed unless a *remove curse* spells is cast upon it. Submerging the wearer in water can douse the flames temporarily, but the cloak reignites when exposed to air again. Spells such as *endure elements* can temporarily protect the wearer against the cloak's flames.

Caster Level: 15th;
Prerequisites: Craft Wondrous Item, *fireball*, *permanency*;
Market Price: 67,000 gp; **Cost to Create:** 33,750 gp + 2,700 XP.

CROWN OF BLINDNESS

This fine silver circlet is often set with a milky moonstone (similar to a *moon circlet*, p. 46). When a wearer places it on her head, the stone in the circle

goes dark akin to the waning moon and the wearer must make a Fortitude saving throw (DC 14) or immediately go blind, per the *blindness/deafness* spell. The saving throw must be made each round that the crown is worn (removing it is a move-equivalent action that provokes an attack of opportunity). The blindness can be cured using *remove blindness/deafness*, *break enchantment*, or *remove curse*.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *blindness/deafness*; **Market Price:** 20,000 gp; **Cost to Create:** 10,000 gp + 800 XP.

CURSED CANDLE

This candle is imbued with a baleful spell (commonly *bestow curse*, but a number of others are possible). The spell affects the first creature to light the candle. Alternately, some cursed candles affect the first creature to spend a set amount of time in the candle's presence (within 10 feet or so, usually about an hour's time). The victim saves against the spell normally. Once the spell has taken effect, the candle flares and goes out and cannot be relit. Other *cursed candle* spells include *blindness/deafness*, *contagion*, and *polymorph other*.

Caster Level: 8th (or minimum required for the spell, whichever is greater); **Prerequisites:** Brew Potion, Craft Wondrous Item, spell to be included; **Market Price:** (caster level x spell level x 100 gp); **Cost to create:** (caster level x spell level x 25 gp) plus (caster level x spell level x 2 XP).

HERMAPHRODITIC GIRDLE

This enchanted belt radiates magic of an indeterminate type.

When it is put on, the wearer must immediately make a Fortitude saving throw (DC 20) or be transformed into a member of the opposite sex. The character's abilities, mind, and spirit remain unaffected (per the *polymorph other* spell); only the character's sex changes. The change is permanent unless undone by a use of *break enchantment* or *remove curse*.

Caster Level: 12th;
Prerequisites: Craft Wondrous Item, *polymorph other*; **Market Price:** 43,000 gp; **Cost to Create:** 21,500 gp + 1,720 XP.

MANTLE OF MADNESS

Anyone who puts on this beautiful and finely embroidered cloak must make a Will saving throw (DC 19) or be stricken with *insanity*, as the spell. The save must be made each round the cloak is worn. Only *greater restoration*, *limited wish*, *wish*, or *miracle* can restore the creature's sanity.

Caster Level: 15th;
Prerequisites: Craft Wondrous Item, *insanity*; **Market Price:** 210,000 gp; **Cost to Create:** 105,000 gp + 8,400 XP.



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THE CRAFT OF THE WISE

Although witches' mundane skills and knowledge prove very capable, the heart of the craft is still magic, and witches are formidable spellcasters, even though they lack some of the flash and thunder of wizards. Witchcraft relies far more on enchantments and transmutations than powerful evocation spells. Where a wizard might burn an opponent to a crisp, a witch is more likely to cast a curse or simply charm their adversary into cooperating. Things are rarely what they seem were witches are concerned.

This chapter covers magic and spellcasting from the witch's perspective. It includes rules for ritual and circle magic (adapted from those in the *Relic & Rituals* sourcebook from Sword & Sorcery Studios). It provides the complete witch spell list, modifications to existing spells for witches, and a selection of new spells, many of them unique to witchcraft, but some available to other spellcasters.

- RITUAL MAGIC -

Spellcasting is generally quick: A few arcane words or a short prayer, a simple gesture or two, and the spell is done. Spellcasters have learned to cast spells quickly because they're often needed in a hurry. You can't ask the onrushing orcs to please wait a few minutes while you whip up the means to blast them into oblivion, and when a friend's life's blood is soaking into the ground, you need a healing spell *now*.

But magic doesn't always have to be done in a rush. Sometimes, with a little planning and preparation, spellcasters have the opportunity to take their time casting a spell. That extra time and preparation allows them to do things that they can't do under the pressure of casting a spell quickly. It allows them to do ritual magic.

Ritual magic basically increases the normal casting time and material components required for a spell. This allows the spellcaster to make the spell more complex — enhancing it in various ways — without actually increasing the spell's level. With ritual magic, a spellcaster trades time and effort for improved results. These improved results are measured in a number of *bonus levels* applied to the spell.

BONUS LEVELS

You choose the number of bonus levels to apply to your spell. The total of the spell's level plus the bonus levels cannot exceed the highest level of spells you are able to cast. So an 8th-level witch, for example, can have a total of spell level + bonus levels no greater than 4, the highest level of spells she can cast. So she could have a 1st-level spell with three bonus levels, a 2nd-level spell with two bonus levels, or a 3rd-level spell with one bonus level.

THE RITUAL

Casting a spell using ritual magic requires a base time depending on the spell's normal casting time (see **Table 4-1: Ritual Casting Times**). Multiply this base time by the number of bonus levels applied to the spell. So casting a *cure light wounds* spell (with a casting time of 1 action) with four bonus levels has a ritual casting time of (5 full round x 4) or 20 rounds (two minutes).

If the ritual's total time is over an hour, you must make a Concentration check with a DC of (10 + the spell's level) for each hour or fraction thereof that the ritual takes. The DC of the

check is +1 for each successful check. A failed Concentration check means that the ritual fails and the spell is lost. A failure by more than 5 may mean that the spell goes awry in some way (see the **Ritual Failures** sidebar).

The ritual also requires material components (in addition to the spell's normal components) with a cost equal to the number of bonus levels times 25 in gold pieces. So the above *cure light wounds* spell (with four bonus levels) would have a material component cost of (4 x 25) or 100 gp.

The ritual spellcasting follows the rules of any other use of spellcasting. If distracted, the caster must make a Concentration check or the spell fails.

TABLE 4-1:
RITUAL CASTING TIMES

Normal Casting Time	Base Ritual Casting Time
Free action	1 full round
1 action	5 full rounds
Full round	5 minutes
Other	10 x normal casting time

Casting Time = base ritual casting time x bonus levels added

Material Components = bonus levels added x 25 gp

Enhancements: When the ritual is complete, you can use the bonus levels you have applied to enhance the effects of your spell. Any bonus levels not used to enhance the spell in some way are lost when the spell is cast. Bonus levels may be applied to any of the following:

- A bonus level can increase your caster level by one for the purposes of the spell's range, duration, damage, and other qualities (to a maximum of 30th level). The spell's normal maximums apply (so *fireball*, for example, cannot be increased above 10d6 damage, regardless of effective caster level).
- A bonus level can increase your caster level by one for the purposes of level checks (such as for *dispel magic*, *greater dispelling*, and spell resistance) to a maximum of 30th level. Maximum caster level limits of spells still apply.

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RITUAL FAILURES

A Concentration check for a ritual casting that fails by more than 5 may indicate that something has gone seriously wrong with the spell, at the GM's discretion. The spell may go out of control, having unexpected effects. Perhaps the spell affects the caster (or circle) rather than the intended target. Perhaps the caster suffers hit point damage equal to twice the spell's level, or 1d6 subdual damage per spell level. Maybe something entirely unintended happens, such as a different spell of the same level (including the ritual's bonus levels), the opening of an extradimensional *gate*, the creation of an *antimagic field*, or anything else that the GM cares to dream up.

The general idea is to make lengthy and involved rituals potentially dangerous for the participants so that spellcasters don't use them lightly. Ritual failures can also provide adventure hooks; perhaps the fate that befell the wizard's academy or witches coven was due to a ritual spell failure, and maybe the effects of that botched spell still linger for brave adventurers to deal with.

- A bonus level can increase the DC of the spell's saving throw by +1 (to a maximum of +5)
- You may apply metamagic feats to the spell. These cost bonus levels equal to the normal increase applied by the feat. So applying Empower Spell requires two bonus levels, for example. Applying Empower Spell, Extend Spell, and Maximize Spell requires six bonus levels. This does not increase the actual level of the spell that you cast. You may combine a spell already prepared with metamagic feats with the bonus levels from ritual casting. You must possess a metamagic feat in order to apply it to a spell using ritual magic.

CIRCLE MAGIC

Ritual magic allows you to enhance the effects of a spell by taking more time and preparation in casting it. Circle magic allows you to receive help from others in casting the spell, granting you even more bonus levels, and allowing you to apply them in slightly different ways. Circle magic is most effective with groups of spellcasters of the same class (such as all witches or all clerics of the same deity) but the circle can include spellcasters of different classes and even nonspellcasters, although they contribute far less to enhancing your spells.

THE CIRCLE

The group or circle can consist of any number of participants, although circumstances will limit the size of any given circle. Larger circles require more time, and there is also a limit to how much power you can draw from a circle, regardless of its size (see below).

BONUS LEVELS

A circle grants you a number of *bonus levels* that you can assign to your chosen spell. The bonus levels are based on the class levels of the members of the circle, as shown on the table below:

TABLE 4-2: BONUS LEVELS

Class	Bonus Levels
Same as the leader	+1/3 class level
Same magic type (arcane or divine)	+1/4 class level
Different magic type	+1/5 class level
Nonspellcaster	+1/10 class level
Place of power*	+ place's level
Time of power*	+ time's level
Power component*	+ component's level

* Optional. See the following sections for details.

Total up all the various character levels, apply the bonus level modifier, and drop any fractions (any total of less than 1 doesn't grant a bonus level). Multiclass characters count their various class levels separately. So, for example, a circle made up of three 5th-level witches, a 4th-level cleric, an 8th-level fighter, a 5th-level wizard/3rd-level fighter, and four 2nd-level commoners is aiding a witch (who is the leader). The circle has 15 levels of the same class (witch), which provides (15/3) 5 bonus levels. There are 5 levels of arcane caster other than witch, which provides 1 bonus level (the remaining fraction is dropped). There are 4 levels of divine caster, which provides no bonus level (since 4 divided by 5 is less than 1). There are 19 levels of nonspellcasting classes, which provides an additional bonus level (the fraction is dropped). Thus the total is (5 + 1 + 0 + 1) or 7 bonus levels.

At the GM's discretion, class levels that aren't sufficient to generate a bonus level on their own may add to the next lowest type of class levels in the circle. In the above example, the cleric's 4 levels (which aren't enough to grant a bonus level on their own) could be applied to the nonspellcaster levels, boosting them to 23 and granting one more bonus level.

THE RITUAL

The leader of the circle chooses a spell to cast. It can be any spell the leader has prepared or knows and has a free slot usable to cast it. The spell's normal casting time determines the base time that the ritual takes, as given on **Table 4-3: Circle Casting Times**.

Then multiply the base ritual casting time by the spell's level and the number of participants in the circle (not including the leader). For example, if the circle above, with ten participants, were to cast *bestow curse* (a 4th-level sorcerer spell), the base time would be 5 full rounds (for a 1 action spell). This is multiplied by 4 (the spell's level) and 10 (the number of participants) for a total of 20 minutes of ritual required.

The ritual also requires material components (in addition to the spell's normal components) with a cost equal to the spell's level times the number of participants time 10 in gold pieces. So the above *bestow curse* would have a material component cost of (4th-level spell x 10 participants x 10) or 400 gp.

The circle spellcasting follows the rules for standard spellcasting. If a participant is distracted during the ritual, he or she must make a Concentration check (DC 10 + spell level) to remain in the ritual. If the Concentration check fails, then that participant's class levels do not count toward the bonus levels granted by the circle. If the leader is distracted, he or she must make a Concentration check or the spell fails, just like a normal spellcasting.

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TABLE 4-3:
CIRCLE CASTING TIMES

Normal Casting Time	Base Circle Casting Time
Free action	1 full round
1 action	5 full rounds
Full round	5 minutes
Other	10 x normal casting time

Casting Time = base ritual casting time x spell level x number of participants

Material Components = spell level x number of participants x 10 gp

ENHANCEMENTS

When the ritual is complete, you can use the bonus levels you have applied to enhance the effects of your spell. Any bonus levels not used to enhance the spell in some way are lost when the spell is cast. Bonus levels may be applied to any of the following:

- A bonus level can increase your caster level by one for the purposes of the spell's range, duration, damage, and other qualities (to a maximum of 40th level). The spell's normal maximums apply (so *fireball*, for example, cannot be increased above 10d6 damage, regardless of effective caster level).
- A bonus level can increase your caster level by one for the purposes of level checks (such as for *dispel magic*, *greater dispelling*, and spell resistance) to a maximum of 40th level. Maximum caster level limits of spells still apply.
- A bonus level can increase the DC of the spell's saving throw by +1 (to a maximum of +5).
- You may apply metamagic feats to the spell. These cost bonus levels equal to the normal increase applied by the feat. So applying *Empower Spell* requires two bonus levels, for example. Applying *Empower Spell*, *Extend Spell*, and *Maximize Spell* requires six bonus levels. This does not increase the actual level of the spell that you cast. You may combine a spell already prepared with metamagic feats with the bonus levels from the circle. You do *not* need to actually possess a metamagic feat to apply it using the bonus spell levels from circle magic.

Example: Moraine is leading the Coven of the Silver Moon in a circle. Moraine is a 7th-level witch. The members of her circle are six 5th-level witches, so they provide a total of 10 bonus levels (30 total levels, divided by 3).

Moraine chooses to cast a *polymorph other* spell intended to turn an enemy of the coven into a toad. The spell is 4th level and has a base casting time of 1 action, therefore a base ritual casting time of 5 full rounds. Five full rounds times 6 participants, times a 4th-level spell is a total of 12 minutes for the ritual to take place.

Moraine makes the spell *Sympathetic* using three of the bonus spell levels. She applies five to increase the spell's saving throw DC by 5, from 18 to 23. The remaining two levels she applies to increase her caster level to 9th for purposes of level checks, making the spell more difficult to dispel later on.



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- PLACES OF POWER -

Particular places such as temples, groves, stone circles, and ancient ritual sites become linked with power. Part of the reason for this association is the magic performed at those sites over the years, but some places also take on a power of their own. That makes them well suited as sites for performing ritual magic.

At the GM's option, some places in the campaign world may provide bonus levels for anyone performing ritual magic there. For example, an especially ancient and time-honored temple may have developed such a strong aura of holiness (or unholiness) that it grants bonus levels to any cleric of the appropriate religion using ritual magic there. The same may be true for druid groves, stone circles, wizard's towers, and so forth.

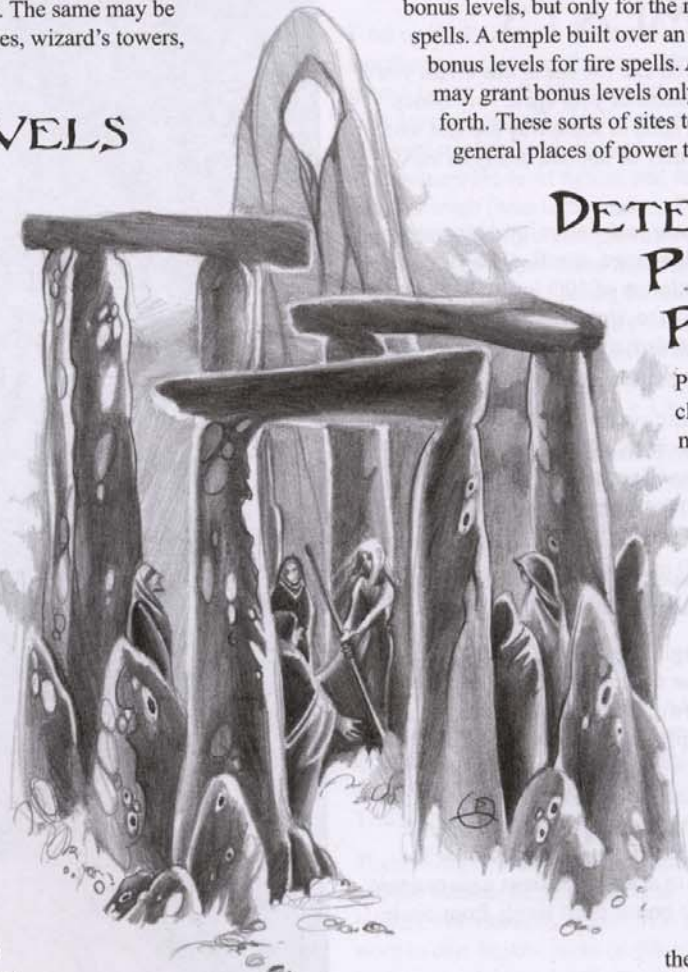
BONUS LEVELS

The bonus levels granted by a particular place of power are up to the GM, but should generally be from 1 to 5 levels, with 1 being the most common, and 5 being very rare (and prized). These bonus levels are added on top of any generated by the ritual or the participants in a circle. Count the site as one additional "participant" in the ritual as the caster works to tap into the place's power. This means that an individual spellcaster can effectively do circle magic alone, with the site itself counting as the additional "participant."

In some cases, the GM may rule that the bonus levels of a particular place are only available to spellcasters who meet certain prerequisites. For example, in the aforementioned temple, the bonus levels for ritual magic may only be available to clerics in good standing

of the temple's deity. The bonus levels of a sacred grove may only be available to druids, rangers, and witches. The GM may limit access to places of power by class, race, alignment, caster type (arcane or divine), or nearly any other criteria. Such limitations not only give a certain character to the place, they also limit its usefulness. Places of power that any spellcaster can draw from are likely to be highly prized and sought after (with most of them under the control of groups of spellcasters already).

Places of power may also only affect certain types of ritual spells. For example, a death-haunted place may provide bonus levels, but only for the ritual casting of necromantic spells. A temple built over an active volcano may grant bonus levels for fire spells. A spring devoted to healing may grant bonus levels only for healing spells, and so forth. These sorts of sites tend to be more common than general places of power that enhance all uses of magic.



DETECTING PLACES OF POWER

Places of power are not always clearly marked on maps, and many may have been forgotten by history. A *detect magic* spell can determine if a particular site is a place of power or not. The caster can sense the emanations of the place and get a rough idea of its overall power (what bonus it grants). An *analyze dweomer* spell reveals more detailed information, such as if the place only works for a certain type of spellcaster or a certain type of magic. Otherwise, the only means of finding out more about the site is through trial and error, performing rituals there.

- TIMES OF POWER -

Certain times are also associated with magic and mystical power, usually in harmony with the cycles of nature: the movement of celestial bodies and the changing of the seasons. Spellcasters can take advantage of these times to enhance their ritual spells, provided they're willing to wait until the proper time comes along. When allowed opportunity to plan in advance, most experienced spellcasters try to time their rituals at the best possible moment. But often time is of the essence, even in ritual spellcasting, and casters are forced to make do with the forces at hand, or even to perform a spell at a less than ideal time.

THE CYCLES OF THE MOON

The moon has long been associated with the mysterious and magical, and witches honor the moon as one of the primary faces of nature and keepers of its cycles. The waxing and waning of the moon shows the progression of months through the year. Witches also associate the waxing and waning of the moon with different magic rites, and often time their rituals to coincide with the moon phase most auspicious for the work they have in mind.

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CYCLES OF THE MOONS?

The information on the cycles of the Moon and their effect on witchcraft presented here is based on real-world mythology and folklore. It can apply equally well to campaign worlds that have a moon similar to Earth's, but what about settings that have more than one moon (or no moon at all, for that matter)? In these cases, it's up to the GM exactly how the moons (or lack thereof) affect magic practices and beliefs, but here are some ideas to consider:

- There may be a larger moon similar in size and cycle to Earth's moon, and a lesser "companion" moon or two with their own unique cycles. For example, the primary moon may go through a 28-day cycle, while the secondary moon has a cycle of only 10 or 12 days (perhaps giving the campaign world calendar its months and weeks).
- There may be two or more roughly equal-sized moons with their own cycles. Two equal but opposite moons are likely to lead to dualities, associating the moons with good versus evil, law versus chaos. Perhaps one moon is associated with divine magic and the other with arcane magic. Three is a particularly suitable number, given the importance of threes in witch lore and magic. The three moons might be seen as aligned with good, neutrality, and evil, or law, neutrality, and chaos.
- A larger number of moons presents interesting possibilities for things such as celestial conjunctions and eclipses, even cases where one moon eclipses another while the planet they orbit eclipses them both. These rare celestial events may be times of great power for certain spellcasters (see **Times of Power**, p. 52). The unusual cycles of the moons may also influence creatures such as lycanthropes.

Naturally, there's nothing that says a fantasy world has to follow the laws of planetary motion or celestial mechanics from the real world. In your campaign, the world may really be flat and the moons actual deities or beings that fly across the sky each night. The moon or moons may be inhabited and characters may be able to go there in any number of ways.

NEW MOON

The new moon is a time of darkness and mystery. It's a time for beginning new ventures and initiating new journeys, but it is also a time when those that shun the light work easiest in secret. The fact that many witches perform rituals on the new moon to signify new beginnings and many evil witches choose to perform their rites by the dark of the moon only further confuses associations between good, evil, and neutral witches.

Bonus Levels: +1 for ritual spells of Conjunction or Enchantment.

WAXING MOON

The waxing moon is a sign of growth, fertility, and increase. It is a time for tending to the seeds planted and the tasks begun during the new moon, of hard work and attention.

Bonus Levels: +1 for ritual spells of Divination and Evocation.

HALF MOON

The half moon is a time of balance and potential, a combination of light and dark, set between the two halves. It is best suited for spells of change and transformation.

Bonus Levels: +1 for ritual spells of Illusion and Transmutation.

FULL MOON

The full moon is a time of completion, representing the attainment of goals, the fulfillment of promises, the height of power. It is typically when good and neutral witches gather for their celebrations and rituals, since it is the most auspicious moon for nearly any workings of magic.

Bonus Levels: +1 for ritual spells of all types except Abjuration and Necromancy.

TABLE 4-4:
MOONS OF THE YEAR

Month	Moon and Associations
January	<i>Wolf Moon:</i> Protection, confidence, strength, endurance, survival.
February	<i>Chaste Moon:</i> Fertility, strength, rites of passage for young girls.
March	<i>Seed Moon:</i> Success, potential, first plowings and plantings.
April	<i>Hare Moon:</i> Fertility, growth, new life, wisdom.
May	<i>Fairy Moon:</i> Sylvan and fey powers, wisdom, love, romance, glamour.
June	<i>Mead Moon:</i> Marriage, love, romance, abundance, success.
July	<i>Herb Moon:</i> Magical potency, herbal harvesting, health.
August	<i>Barley Moon:</i> Bounty, grain harvest, the ritual death of the grain.
September	<i>Wine Moon:</i> Grape and fruit harvest, intoxication, confidence, strength.
October	<i>Blood Moon:</i> Meat harvest, remembrance, honoring the dead, stability, survival.
November	<i>Snow Moon:</i> Coming of winter, frost magic, rest, solitude, healing.
December	<i>Oak Moon:</i> Strength, endurance, rebirth of light, peace.

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WANING MOON

Finally, the waning moon represents decrease and diminishment, weakness and even death. But it is also a sign of rebirth, since the moon will pass into darkness and then begin waxing once more. The waning moon is the time to banish, destroy, or dismiss. Good and neutral witches make it a healing, protective time, while evil witches often draw upon its power to befuddle or ensnare the wills of others.

Bonus Levels: +1 for ritual spells of Abjuration and Necromancy.

BLUE MOON

A “blue moon” is a full moon that occurs twice in the space of one calendar month, since the moon’s cycle is 28 days long and months are often longer. Blue moons are rare enough that “once in a blue moon” is a common expression for something that doesn’t happen very often. At the GM’s discretion, a blue moon adds an additional bonus level to all ritual spells cast during it.

In addition to the moon’s cycle of waxing and waning, the moon presides over a yearly cycle associated with the seasons, which marks important events. Occasions when a particular phase of the moon falls on an important celebration day of the year (see below) provide particularly auspicious and magical times. The table below gives the names of the moons of the year and their associations. GMs should feel free to alter any of the descriptions given, or develop their own to better suit the campaign world.

THE TURNING OF THE YEAR

Witches are strongly tied to the cycles of nature. They follow a series of agrarian celebrations honoring the changing of the seasons and the passage of certain times of the year. These have been folk festivals and celebrations in Europe for centuries. For witches, they are also times to perform magic rites and auspicious times for ceremonies such as rites of passage and initiations.

SAMHAIN (OCTOBER 31ST)

The most important witch’s festival is Samhain, the Feast of the Dead. Samhain is considered the start of the year, the night when the veil between the worlds of the living and the dead are their thinnest, when spirits walk the world and magic is

at its most powerful. Rites at Samhain honor the ancestors and those who have passed on while propitiating the restless dead and seeking to send them on from this world to the next. Carved jack o’ lanterns and other decorations (like skulls or carved pumpkin with *light* spells cast on them) are intended to appease good spirits and frighten off evil ones. Feasts are often held, with portions set aside for the ancestors. Some witches take a more active role in calming restless spirits on this night, breaking curses and dealing with troublesome undead.

Bonus Levels: +3 for any ritual performed between sunset to sunrise.

Samhain Adventure Hooks: Adventurers can find plenty to do on Samhain. They can assist with important rituals (gathering necessary components and participating in the ritual itself). They can also stop evil witches from performing their rituals on this most sacred of nights. Undead and spirits are often abroad on Samhain, and clerics, witches, shamans, and other spellcasters may band together with brave adventurers to keep their communities safe from the restless dead.

WINTER SOLSTICE—YULE (DECEMBER 21ST)

The winter solstice, often called Yule, is the longest and darkest night of the year. Witches honor it as the rebirth of the light. From this night on, the days become longer and the nights shorter as the season progresses toward springtime. Yule is a time for reflection and renewal. Gift giving is common to encourage prosperity in the coming months, and food is often given to those in need. Yuletide homes are decorated in evergreens — pine, holly, and mistletoe — as a reminder of the promise of the coming spring.

Bonus Levels: +2 for any ritual.

Yule Adventure Hooks: The longest night of the year is an ideal time for rituals concerned with darkness. Perhaps creatures such as drow or mind flayers want to ensure that the longest night stretches on forever, and the heroes must stop their plans and aid in the rebirth of the light. Alternately, Yule is a great time for a light-hearted adventure where the heroes must find a thief that has stolen a community’s Yuletide gifts, or perhaps they even find time to celebrate and give gifts to each other.

IMBOLC (FEBRUARY 2ND)

Imbolc, also known as Candlemass, is a time of honoring nature in her maidenly aspect. Imbolc literally means “in milk” in the Old Tongue, and relates to the nursing of the first

CAMPAIGN CALENDARS

Like the cycles of the moon, the cycle of the seasons may vary greatly depending on the climate and setting of the campaign world. The cycles and festivals of witchcraft are based largely on the seasons of Europe, and are generally well suited to any campaign world that has a similar climate and year. You may wish to change the names of some of the festivals and a few specific details to suit your own unique world, such as calling Mabon “Apple-Day” or Samhain “Dark Tide” or the like, but the information presented in this section should serve as a helpful guideline.

If your campaign world differs significantly in terms of climate (a desert or jungle setting, for example) or length of year (having a much longer or shorter year, or entirely different seasons), then it’s up to you to decide what, if any, celebrations and holy days witches and other people may observe. Generally witches and most folk who live off the land will be in tune with its cycles and will have ceremonies and celebrations to mark the passage of particular times of the year.

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new sheep and cattle born at this time. Rituals consist of the lighting of many candles to encourage the growth of the light and libations of milk offered to nature and the fey. Imbolc is a time of preparation for the work of spring, the start of "spring cleaning," both physically and spiritually.

Bonus Levels: +2 for any ritual.

Imbolc Adventure Hooks: Imbolc is a time of year when people in colder climes are usually indoors, but adventurers may be out wandering around. Creatures that have hibernated or otherwise sheltered from the winter begin emerging, and may threaten some communities. Curses may become evident when the first new calves and lambs are born, sending heroes to find ways to break them.

VERNAL EQUINOX—OSTARA (MARCH 21ST)

The Vernal or Spring Equinox is when the day and night are equally long and the days begin to grow longer than the nights. It's a time of birth, symbolized by the egg, and eggs are often cooked and brightly painted as part of the celebration of the day. Such eggs may be hidden for children to hunt and find as part of a game, with coins, tokens, and other treats. Witches often dramatize the shift from the dark half of the year to the light half with a battle between the Lord of Light and the Lord of Darkness. The light triumphs and rules over the year until the coming of the Autumnal Equinox.

Bonus Levels: +2 for any ritual, +3 for light spells.

Ostara Adventure Hooks: An egg hunt can be a fun change of pace for a group of adventurers, especially if a local child happens to turn up an unusually large egg that's waiting to hatch. What sort of creature is inside it, and is the mother somewhere about? Perhaps the struggle between light and darkness takes on a more literal dimension in your campaign, and there are forces looking to upset the balance of things, unless the heroes can stop them.

BELTANE (APRIL 30TH)

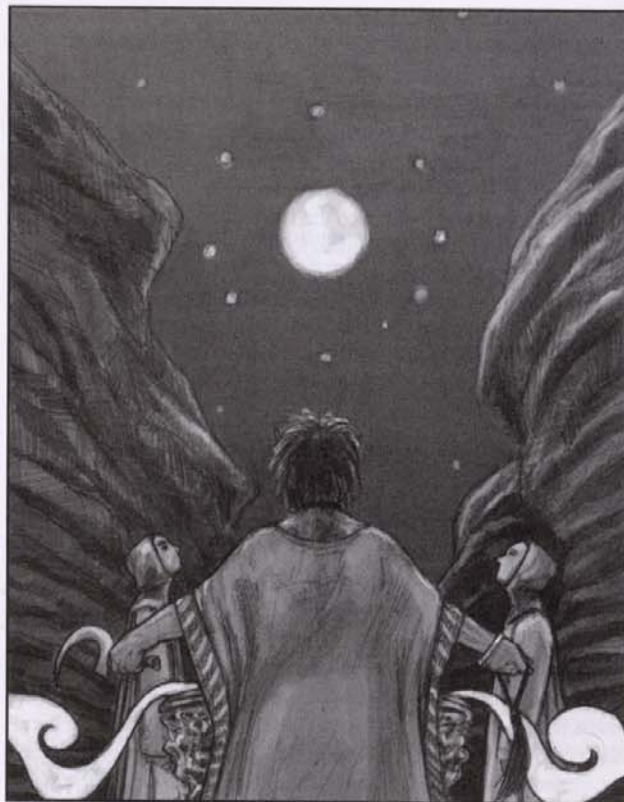
The spring festival of Beltane is one of the largest and most joyous. With spring in full bloom, people light bonfires and drive cattle between them for purification. They also erect maypoles, streaming with ribbons and cords, for people to dance around, winding the ribbons in complex patterns. Dancers jump over the bonfires so the crops will grow tall and strong. The dancing, drinking, and merriment often leads to romantic trysts in the evening, which are believed to encourage the fertility of the earth.

Bonus Levels: +3 for any ritual.

Beltane Adventure Hooks: The wild celebration of Beltane can be a welcome opportunity for adventurers to relax and enjoy themselves amid a welcoming community. Of course, there's always the potential for trouble. Some creatures may take the festivities as an opportunity to launch a sneak attack while their prey is unprepared. Others may look to join the revels, or use them to cover up their own activities. It is said that some shape-changing creatures intermingle with humans and other races on Beltane. How many sorcerers and half-breeds have been conceived in this way?

SUMMER SOLSTICE—MIDSUMMER (JUNE 21ST)

Midsummer is the height of the summer and the power of the sun, when the day is at its longest and the night is the briefest of the year. After this day, the days grow shorter and the nights longer as summer



winds its way toward autumn and then winter. Witches consider midsummer a time of fey power and influence, and they often offer gifts or rituals to appease the fey creatures of the wild. Midsummer is also a time for harvesting all sorts of herbs that have matured during the springtime and to begin drying and preparing them. Among other things, Midsummer is when druids ritually harvest mistletoe.

Bonus Levels: +2 for any ritual, +3 for enchantment spells.

Midsummer Adventure Hooks: Midsummer is a great time to send adventurers off into the wilderness looking for particular rare herbs for potions and other uses. They might do so for themselves or to repay a favor from a particular witch, druid, or other spellcaster. Of course, the fey creatures of the wilderness are at their most active and likely to play pranks on visitors.

LAMMAS (AUGUST 31ST)

Lammas is the time of the grain harvest, when the first grains of the year are taken in. To witches the harvest represents a symbolic death of the grain, sacrificed to give life and nourishment to the people. So Lammas is in many ways a funeral to honor this sacrifice and to celebrate the life-giving power of nature. Lammas is a time of bounty, when harvested grain is cooked and baked into cakes, breads, and other foods. It is when folk begin drying, preserving, and storing for the coming winter. Rituals honor and celebrate the power of the sun.

Bonus Levels: +2 for any ritual.

Lammas Adventure Hooks: While harvesting grain may not be much of an adventure, harvest-time also tends to attract raiders, brigands, and marauding bands of humanoid to settlements and villages, looking to plunder what the local folk have worked so hard to produce. Harvest time also means the start of market gatherings to sell grains and produce, and a Lammas festival could coincide with a market fair, perhaps along with a tournament and contests for the characters to participate in.

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AUTUMNAL EQUINOX—MABON (SEPTEMBER 21ST)

The Autumnal Equinox signals the end of the light half of the year, the day when the nights begin to grow longer than the days, a sign of the coming autumn and winter. It is the time of the fruit harvest, when grapes, apples, pears, and other seasonal fruits are gathered, often dried. This also associated the Equinox with the other fruit of the vine: wine. It tends to signal the end of the various markets and festivals of the summer and early autumn, often with a final celebration before folk part to attend to their own affairs.

Bonus Levels: +2 for any ritual.

Mabon Adventure Hooks: Witches do not consider the triumph of darkness over light, of night over day, an ill thing because it is part of the natural cycle. But some may try to upset the natural balance and use the equinox as a time to ensure that the darkness triumphs forever. Putting a stop to a baleful magic ritual may fall to a group of adventurers.

OTHER TIMES OF POWER

Although the times of power discussed above focus on times important to witches, that doesn't mean you can't include other important times and occasions in your campaign world.

Wizards may have their own particular times of power based on the movements of the stars, the moon, and other celestial bodies. Clerics will certainly have their holy days and festivals where the power of their deity is at its height. Unlike wizards and clerics, druid holy days are actually largely the same as those described here (something they have in common with witches).

Feel free to come up with your own times of power for different sorts of spellcasters in your own campaign, modifying the bonuses to suit your needs.

- POWER COMPONENTS -

The variant rule for power components described in the *DMG* can also apply to ritual magic, with power components granting a bonus level or levels rather than (or in addition to) eliminating the XP cost of casting a particular spell. The bonus granted by a power component is up to the GM, but it should generally be between 1 and 5 levels, with 5 levels being reserved for the most rare, precious, and difficult to obtain components. At the very least, power components should have a gold piece value equal to ten times the normal material components required for the ritual (then multiplied by the component's bonus, for more powerful components).

Rather than having the characters shell out money for power components, make acquiring a power component an adventure or quest. A party can go off on a search for a power component that they can use, or they might be tasked with doing so by a witch or other spellcaster in payment for a spell, ritual, or service provided to them.

PUTTING IT ALL TOGETHER

You can combine ritual and circle magic, places and times of power, and power components into a single ritual, gaining a significant increase in power at the cost of a significant decrease in ease and utility.

For example, the Coven of the Silver Moon has carefully planned an important ritual to banish a terrible curse. They gather on the night of Samhain at an ancient stone circle by the waning moon. There are thirteen witches in the coven, twelve of them 5th level and one 7th-level leader. The twelve participants have a total of 60 class levels, for a bonus of (60/3) 20 levels. The stone circle grants 2 bonus levels, while the night of Samhain grants 3. The waning moon grants a bonus level for abjuration spells, which is the sort that the witches intend to perform. The coven also has three hairs freely given by a unicorn, a power component good for one bonus level. That means a total of 27 bonus levels.

The coven wants to cast *break enchantment*, a 5th-level spell with a normal casting time of 1 minute. The base ritual casting time is 10 minutes, times 5 (the spell level), times 12 (the number of participants), or 10 hours. The coven works their ritual all night until after the sun rises. They must make Concentration checks after the first hour, and each hour thereafter, with a starting DC of 15 (10 + 5th-level spell). Three of the witches are forced to drop out of the circle by fatigue, reducing the total bonus levels to 22. Fortunately, the leader makes all her Concentration checks and the ritual succeeds. She adds all the bonus levels to her caster level (making it effectively 29) and the coven is successful in breaking the curse.

- WITCH SPELL LIST -

Spells marked with an "*" are described in this book; descriptions of the other spells can be found in the *PHB* or *Pocket Grimoire Arcane*.

0-LEVEL WITCH SPELLS

- Arcane Mark.** Inscribes a personal rune (visible or invisible)
- Cure Minor Wounds.** Cures 1 point of damage.
- Dancing Lights.** Figment torches or other lights.
- Daze.** Creature loses next action.
- Detect Magic.** Detects spells and magic items within 60 ft.
- Detect Poison.** Detects poison in one creature or small object.
- Flare.** Dazzles one creature (-1 attack).

- Ghost Sound.** Figment sounds.
- Light.** Object shines like a torch.
- Mending.** Makes minor repairs on an object.
- Prestidigitation.** Performs minor tricks.
- Read Magic.** Reads scrolls and spellbooks.
- Resistance.** Subject gains +1 on saving throws.
- *Sobriety.** Eliminates the effects of alcohol.
- Virtue.** Subject gains 1 temporary hp.

1ST-LEVEL WITCH SPELLS

- Cause Fear.** One creature flees for 1d4 rounds.
- Change Self.** Changes your appearance.

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- Charm Person.** Makes one person your friend.
Command. One subject obeys one-word command for 1 round.
Comprehend Languages. Understand all spoken and written languages.
***Crafter's Blessing.** +10 to Craft checks for 1 week.
***Crafter's Curse.** -10 to Craft checks for 1 week.
Cure Light Wounds. Cures 1d8+1/level damage (max +5).
Doom. One subject suffers -2 on attacks, damage, saves, and checks.
Endure Elements. Ignores 5 damage/round from one energy type.
Hypnotism. Fascinates 2d4 HD of creatures.
Identify. Determines single feature of magic item.
***Quicken Healing.** Doubles subject's normal healing rate for 1 day/level.
Silent Image. Creates minor illusion of your design.
Sleep. Put 2d4 HD of creatures into comatose slumber.
***Soothe.** Negates the effects of pain for 1 hour/level.
Ventriloquism. Throws voice for 1 min./level.

2ND-LEVEL WITCH SPELLS

- Alter Self.** As *change self*, but more drastic changes.
***Agony.** Creature suffers blinding pain for 1 round/level.
Blindness/Deafness. Makes subject blind or deaf.
Calm Emotions. Calms 1d6 subjects/level, negating emotion effects.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Thoughts. Allows "listening" to surface thoughts.
***Enhance Familiar.** Your familiar gains +1 to attack and damage/3 levels (max. +5)
Enthrall. Captivates all within 100 ft. + 10 ft./level.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Locate Object. Senses direction toward object (specific or type).
Minor Image. As *silent image*, plus some sound.
Scare. Panics creatures up to 5 HD (15-ft. radius).
Speak with Animals. You can communicate with natural animals.
***Spell Missile.** Imbue a missile weapon with a particular spell.
Whispering Wind. Sends a short message one mile/level.

3RD-LEVEL WITCH SPELLS

- Bestow Curse.** -6 on an ability; -4 on attacks, save, and checks; or 50% chance of losing each action.
Clairvoyance/Clairaudience. Hear or see at a distance for 1 min./level.
Contagion. Infects subject with chosen disease.
Create Food and Water. Feeds three humans (or one horse)/level.
Dispel Magic. Cancels magical spells and effects.
***Enlarge Familiar.** Doubles your familiar's size and Hit Dice for 1 minute/level.
Lesser Geas. Commands subject of 7 HD or less.
Magic Circle Against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.
Major Image. As *silent image*, plus sound, smell, and thermal effects.
Remove Blindness/Deafness. Cures normal or magical conditions.

- Speak with Plants.** You can talk to normal plants and plant creatures
Suggestion. Compels subject to follow stated course of action.
Tongues. Speak any language.
Water Breathing. Subjects can breathe underwater.

4TH-LEVEL WITCH SPELLS

- Charm Monster.** Makes monster believe it is your ally.
Confusion. Makes subject behave oddly for 1 round/level.
Discern Lies. Reveals deliberate falsehoods.
Divination. Provides useful advice for specific proposed actions.
Emotion. Arouses strong emotions in subject.
Fear. Subjects within cone flee for 1 round/level.
Giant Vermin. Turns insects into giant vermin.
Locate Creature. Indicates direction to familiar creature.
Minor Creation. Creates one cloth or wood object.
Neutralize Poison. Detoxifies venom in or on subject.
Polymorph Other. Gives one subject a new form.
Polymorph Self. You assume a new form.
Scrying. Spies on subject from distance.
***Steal Youth.** Subject ages while you grow younger.

5TH-LEVEL WITCH SPELLS

- Animal Growth.** One animal/two levels doubles in size and HD.
Atonement. Removes burden of misdeed from subject.
Break Enchantment. Frees subject from enchantments, alterations, curses, and petrification.
Dream. Sends message to anyone sleeping.
***Eternal Charm Person.** As *charm person*, but permanent.
***Eternal Sleep.** Places subject into a permanent comalike sleep.
False Vision. Fools scrying with an illusion.
Feeblemind. Subject's Int drops to 1.
Greater Command. As *command*, affects one subject/level.
Greater Scrying. As *scrying*, but faster and longer.
Magic Jar. Enables possession of another creature.
Major Creation. As *minor creation*, plus stone and metal.
Mirage Arcana. As *hallucinatory terrain*, plus structures.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Persistent Image. As *major image*, but no concentration required.
Seeming. Changes appearance of one person/two levels.
Sending. Delivers a short message anywhere, instantly.

6TH-LEVEL WITCH SPELLS

- Animate Objects.** Objects attack your foes.
Control Weather. Changes weather in local area.
Eyebite. *Charm, fear, sicken, or sleep* one subject.
Find the Path. Shows most direct way to a location.
Geas/Quest. As *lesser geas* plus affects any creature.
Heroes' Feast. Food for one creature/level cures and *blesses*.
Legend Lore. Learn tales about a person, place, or thing.
Mass Agony. As *agony*, plus one/level subjects.
***Massmorph.** As *polymorph other*, plus one/level subjects.
Mass Suggestion. As *suggestion*, plus one/level subjects.
Mislead. Turns you invisible and creates illusory double.
Project Image. Illusory double can talk and cast spells.
Repulsion. Creatures can't approach you.
***Restore Youth.** Subject's age is reduced 1d4 years.
Tenser's Transformation. You gain combat bonuses.
True Seeing. See all things as they really are.

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7TH-LEVEL WITCH SPELLS

- Creeping Doom.** Carpet of insects attacks at your command.
- *Eternal Charm Monster.** As *charm monster*; but permanent.
- Finger of Death.** Kills one subject.
- Insanity.** Subject suffers continuous *confusion*.
- Liveoak.** Oak become treant guardian.
- Repel Wood.** Pushes away wooden objects.
- Transport via Plants.** Move instantly from one plant to another of the same species.
- Veil.** Changes appearance of a group of creatures.

8TH-LEVEL WITCH SPELLS

- Antipathy.** Object or location affected by spell repels certain creatures.
- Discern Location.** Exact location of creature or object.

- WITCH SPELLS -

This section describes new spells available to witches (and sometimes to other spellcasters) as well as additions and modifications to existing spells used by witches.

AGONY

Illusion (Figment)

Level: Wit 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create the illusion of blinding pain for one creature. The creature is stunned for the duration of the spell, unable to do anything because of the pain. Opponents gain a +2 bonus on rolls to strike the creature and it loses its Dexterity bonus to AC (if any). A flying creature that is affected by *agony* can't fly and falls. A swimming creature affected by the spell can't swim and may drown. Creatures that do not feel pain (such as constructs or undead) or that are unaffected by illusions are immune to this spell.

Material Component: A needle or pin.

BESTOW CURSE

Witches are infamous for their creative use of this spell, placing various curses upon their enemies, often using the Ritual Magic and Sympathetic Spell feats to cast *bestow curse* over great distances and with enhanced effects (usually making the curse more difficult to remove).

In addition to the standard effects given in *PHB*, here are some other common uses of *bestow curse*:

- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention). In addition to the obvious drawbacks, the target suffers a -10 penalty on Bluff and Diplomacy checks.
- The target breaks out in an irritating rash or boils, resulting in a -4 enhancement penalty on all attack rolls, saving throws, ability checks, and skill checks.

Horrid Wilting. Deals 1d8 damage/level within 30 ft.

Polymorph Any Object. Changes any subject into anything else.

Sympathy. Object or location attracts certain creatures.

Trap the Soul. Imprisons subject within gem.

9TH-LEVEL WITCH SPELLS

Call the Wild Hunt. Summons the Wild Hunt for one night.

Earthquake. Intense tremor shakes 5-ft./level radius.

Foresight. "Sixth sense" warns of impending danger.

Refuge. Alters item to transport its possessor to you.

Shape Change. Transforms you into any creature, and change forms once per round.

Wail of the Banshee. Kills one creature/level.

Weird. As *phantasmal killer*, but affects all within 30 ft.

- The target is taken with fits of sneezing, coughing, weeping, or laughter. In a stressful situation, there is a 50% chance each round that the character is incapable of action because of this condition.
- Animals shun the character and do their best to avoid him. The character suffers a -10 enhancement penalty on Animal Empathy, Handle Animal, and Ride checks and requires a Handle Animal check merely to approach an animal, and a Ride check to do even routine riding.
- Circumstances always draw attention to the character at the worst possible moment. For example, the character may always step on a dry branch (or a stray cat), causing noise, or the character may suddenly glow in the dark (just enough for others to see him). The target has a -10 enhancement penalty for all Hide and Move Silently checks.
- All attacks against the target have their critical threat range increased by 1. So an attack with a normal threat range of 20 becomes 19-20, a 19-20 range because 18-20, and so forth. This doesn't affect damage, only the chance of an opponent scoring a critical hit.
- The character develops an unusual or embarrassing physical trait. This includes things such as a donkey's ears, a pig's tail (and perhaps snout), bright polka-dotted skin, total loss of body hair, or just about any other unpleasant cosmetic features the caster desires. The target cannot be transformed entirely into another creature, nor are any of the target's abilities affected (although he may have a difficult time with some interaction skill checks).
- The target is inflicted with a form of lycanthropy of the witch's choice. The witch cannot bestow a form of lycanthropy with an alignment opposite to her own. Thus good witches cannot create wererats or werewolves and evil witches cannot create werebears.
- One of the target's *descendants* suffers the effects of the curse. For example, a caster may choose to place a curse that affects the subject's first-born child. The curse takes effect and may be removed normally.

Bestow curse should not duplicate the effects of a preexisting spell, so it should not cause targets to become blind or deaf

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(*blindness/deafness*), cause disease (*contagion*), or transform targets into frogs or other creatures (*polymorph other*).

CALL THE WILD HUNT

Conjuration (Calling)

Level: Wit 9

Components: V, S, M, XP

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 night

Saving Throw: None

Spell Resistance: No

This powerful spell conjures up the Wild Hunt. It is an elemental force made up of a black-clad huntsman, mounted upon a powerful black steed, and a pack of hounds with black fur and glowing green eyes. The Hunt appears at the conclusion of the spell and will carry out one command of its summoner, usually to hunt down a particular creature or creatures. The Hunt pursues its prey with unrelenting accuracy and ferocity, not stopping until the prey is destroyed, or the sun rises, whichever comes first. The Hunt and the Huntsman cannot be bargained with and will not communicate in any way. At sunrise, the Hunt returns from whence it came, whether or not it has fulfilled its mission. The abilities of the Wild Hunt are as follows:

Huntsman: Medium outsider; HD 12d10+12; hp 82; Init +4 (+4 Dex, +4 Improved Initiative); Speed 40 ft.; AC 21 (+4 Dex, +5 studded leather +2, +2 natural); Atk +16/+11/+6 melee (1d12+7, +3 greataxe), +16/+11/+6 ranged (1d8+7, +3 mighty composite longbow); SQ outsider, SR 20; SV Fort +10, Ref +10, Will +8; AL N; Str 18, Dex 18, Con 13, Int 10, Wis 14, Cha 11; Skills and Feats: Listen +10, Move Silently +10, Ride +12, Spot +10, Wilderness Lore +15; Cleave, Great Cleave, Mount Archery, Mounted Combat, Point Blank Shot, Power Attack, Track.

Steed: A nightmare (*MM*, p. 140).

Hounds: 4d4 fiendish dire wolves (*MM*, p. 57).

Material Components: A fire made up of nine different woods (including oak, ash, apple, and yew), over which the caster must sprinkle 2,000 gp worth of rare incense and powdered gemstones.

XP Cost: 100.

CRAFTER'S BLESSING

Transmutation

Level: Clr 1, Wit 1

Components: V, S, M/DF

Casting Time: 1 minute

Range: Touch

Target: Creature touched

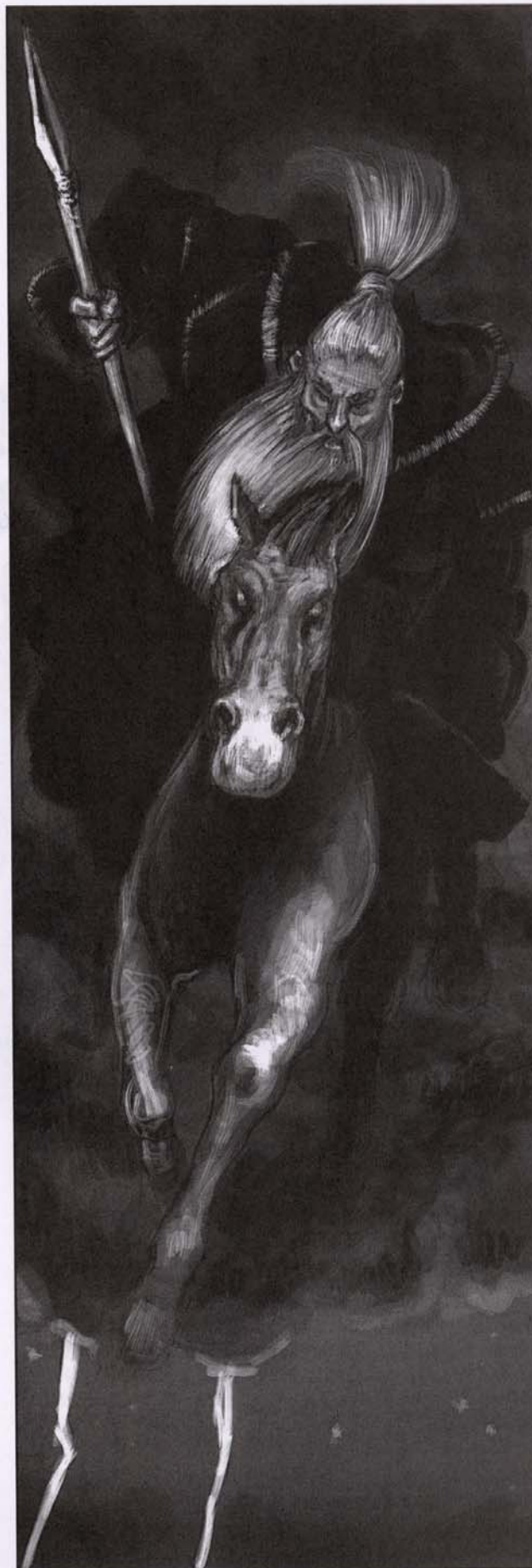
Duration: 1 week

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature you touch gains good fortune and skill in crafts, gaining a +10 competence bonus on Craft checks for a week's worth of work. The subject's work will generally be faster and of better quality than normal. It will at least be competent, although an unskilled crafter will still not easily produce masterworks.

Arcane material component: A few wood shavings and a small piece of metal.



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CRAFTER'S CURSE

Transmutation

Level: Clr 1, Wit 1
Components: V, S, M/DF
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: 1 week
Saving Throw: Will negates
Spell Resistance: Yes

You place a curse on one creature that causes it to suffer misfortune and lapses in the use of any Craft skill. The subject suffers a -10 competence penalty on any Craft check and checks that fail by 10 or more may result in serious consequences, such as destruction of all raw materials being worked on, loss of work, or even injury (at the GM's discretion). A casting of *bless*, *crafters blessing*, *remove curse*, or *break enchantment* will remove the *crafters curse*.

Arcane material component: A piece of rotten wood and a rusty or bent piece of metal.

ENHANCE FAMILIAR

Transmutation

Level: Wit 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Familiar touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: None

By touching your familiar, you grant it a +1 enhancement bonus on attack and damage rolls with its natural attacks for every three caster levels, to a maximum bonus of +5. Among other things, this allows the familiar's natural attacks to overcome damage reduction less than its enhancement bonus.

ENLARGE FAMILIAR

Transmutation

Level: Sor/Wiz 3, Wit 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Familiar touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: None

With a touch you cause your familiar to double in size, becoming a fierce guardian creature. This increase in size doubles the familiar hit dice, increasing its attack bonus and saving throws accordingly. The familiar's size increases by one category. This reduces its AC (according to its new size), reduces its attack bonus, and affects its ability to grapple, but grants it an enlargement bonus to Strength and Constitution and an increase in the damage of its natural attacks. The familiar retains all its special abilities.

When the spell ends, your familiar returns to its normal size and all damage it took while empowered is reduced by half.

ETERNAL CHARM PERSON

Enchantment

Level: Wit 5
Components: V, S, XP
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

As *charm person*, except that its effects are permanent unless removed by *dispel magic* or *break enchantment*.

XP Cost: 25

ETERNAL CHARM MONSTER

Enchantment

Level: Wit 7
Components: V, S, XP
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

As *charm monster*, except that its effects are permanent unless removed by *dispel magic* or *break enchantment*.

XP Cost: 50

ETERNAL SLEEP

Enchantment

Level: Wit 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Permanent (D)
Saving Throw: Will negates
Spell Resistance: Yes

One creature that you indicate within range falls into a deep, comalike sleep from which it cannot be awakened by any means. The creature's life functions are slowed and maintained by the spell so it can remain asleep for an unlimited amount of time without need for food, water, or even air so long as no physical harm befalls it. Even attacks and damage do not awaken the affected creature. Only living creatures that sleep are affected by this spell, so elves, undead, constructs, and so forth are immune to it.

When the spell is cast, you must designate and speak aloud one condition that will awaken the creature. It can be anything you desire, but it must be physically possible and not directly harmful to the creature. It can be anything from a kiss from a handsome prince to the death of a particular person or some other condition, such as the toppling of an empire or a celestial

CHAPTER FOUR: THE CRAFT OF THE WISE

alignment. Anyone present when you cast the spell may be aware of the condition, and casting *analyze dweomer* on the target of the spell reveals the condition for breaking it. If the condition is fulfilled, the spell ends immediately. *Eternal sleep* can also be removed using *break enchantment*, *limited wish*, *wish*, or *miracle*.

MASS AGONY

Illusion (Figment)

Level: Wit 6

Targets: One creature/level, no two of which can be more than 30 ft. apart.

As *agony*, except it affects multiple creatures. The targets of the spell save separately against its effects.

Material Component: One needle or pin per caster level.

MASSMORPH

Transmutation

Level: Sor/Wiz 6, Wit 6

Targets: One creature/level, no two of which can be more than 30 ft. apart.

As *polymorph other*, except it affects multiple creatures at once. The targets must all be transformed into the same sort of creature, so it is possible to *massmorph* a group into pigs, crows, or even ogres (assuming Medium-sized creatures), but it's not possible to turn some into pigs, some into crows, and others into ogres. If one of the targeted creatures cannot assume the desired form because of size restrictions, then the spell fails. The targets save against the spell individually and a successful save by one does not affect how the spell works on the others.

PRESTIDIGITATION

The work of a dedicated practitioner of the Craft can be consuming indeed, and leave them with little time for taking care of the basics of daily living. Fortunately, *prestidigitation* can lend multiple invisible hands to ease the daily drudgery. Witches often call this spell by the less high-flown name *housewifery* or *kitchen witchery*, and use it as a general, basic utility spell to help care for hearth and home.

Some of the things witches commonly use this spell for include: cooking and flavoring food, animating minor household items (such as a broom that sweeps by itself or a cauldron that stirs itself unattended), lighting candles or hearth fires with the wave of a hand, quickly drying out herbs, and similar domestic tasks.

QUICKEN HEALING

Conjuration (Healing)

Level: Wit 1

Components: V, S

Casting Time: 1 action

Range: Touch

Duration: 1 day/level (up to 5)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By touching a living creature, you speed the natural process of their healing. The subject regains twice the normal hit points from resting for a day (twice their character level rather than their character

level). This continues for five days or a number equal to your caster level, whichever is less. *Quicken healing* also automatically stabilizes a dying character, although it doesn't restore any hit points right away. It still doubles that character's healing rate. This increased healing rate stacks with the benefits of long-term care from a healer, which allows the character to recover at triple (not quadruple) the normal rate. It does not stack with things such as the healing granted by changing shape (using *polymorph* or *wild shape*).

The GM may choose to allow characters under this spell to recover hit points twice per day (their character level every 12 hours rather than every 24 hours) instead of doubling their recovery at the end of the day.

This spell has no effect, beneficial or baneful, on undead, constructs, or other nonliving creatures.



RESTORE YOUTH

Conjuration (Healing)

Level: Wit 6

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (see below)

Spell Resistance: Yes (harmless)

A creature that you touch has its physical age reduced by 1d4 years, but not less than its minimum age of physical maturity. Penalties to ability scores accumulated during the restored years are eliminated, but bonuses are retained. This spell imposes

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something of a shock on the subject's system: the subject must succeed at a Fortitude saving throw (DC 15) for the spell to "take." Otherwise, the subject returns to his normal physical age on the following round. If the subject has been affected by this spell (or a *potion of youth* or similar effect) before, then a failed saving throw causes the subject to regain *all* his lost years. If this ages the subject past his normal lifespan, he dies. If it ages him more than five years past his normal lifespan, he also crumbles to dust within a round.

XP Cost: 100 per year restored.

SCRYING

Witch Focus: A masterwork cauldron costing not less than 100 gp, filled with pure water, to which the arcane material components are added.

SOBRIETY

Transmutation

Level: Wit 0
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

With a touch you immediately and completely eliminate the effects of inebriation from one creature, regardless of the amount of alcohol consumed. The target of the spell becomes completely sober. All the effects of alcohol are removed, leaving the subject clear-headed and lucid. If applied to someone with a hangover from drinking, this spell completely alleviates it as well. *Sobriety* does not affect poisons or drugs other than alcohol, although it may eliminate other intoxicating substances at the GM's discretion.

SOOTHE

Illusion (Figment)

Level: Wit 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The creature you touch feels neither pain nor discomfort for the duration of the spell. This eliminates any penalties the creature suffers due to pain, including the effects of an *agony* spell. The soothing effect is an illusion, however; the creature's physical condition is not improved in any way, just the ability to cope with and ignore pain. Thus penalties due to actual physical damage are unaffected (a creature cannot walk with a broken leg, even if it can't feel it).

In fact, in some cases, *soothe* can be dangerous, since it may allow the subject of it to forge ahead in spite of very serious injuries or fatigue, which may only worsen the situation. The GM must decide the long-term effects of an injured creature ignoring

the effects of its injuries; an amount of additional damage is generally appropriate, such as 1 hit point per hour, or even per round or per minute, depending on the severity of the injury.

Material Component: A leaf of chamomile, lavender, or valerian.

SPELL MISSILE

Transmutation

Level: Sor/Wiz 2, Wit 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Missile touched
Duration: 1 round/level or until fired (see below)
Saving Throw: None (but see below)
Spell Resistance: None (but see below)

With a touch you can imbue a spell that you're capable of casting (that you know or have prepared) into a missile weapon such as an arrow, crossbow bolt, or sling bullet. You lose the prepared spell or spell slot for the spell that you choose to place into the missile. When the missile hits its target, it dissipates harmlessly (doing no damage) and the target is struck by the imbued spell instead. Treat the missile as the spell's caster, meaning that you can imbue missiles with touch spells and have them affect a target normally. You can only imbue a missile with one spell at a time. Attempts to imbue additional spells causes the missile the harmlessly disintegrate.

Material Component: The missile the spell is to be placed in (which is consumed after it strikes its target).

STEAL YOUTH

Necromancy

Level: Wit 4
Components: V, S
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

A creature that you touch ages 1d4 years while your physical age is reduced by the same amount. Any penalties to ability scores you accumulated during the restored years are eliminated, but any bonuses you accumulated remain. The target of the spell must be a living creature of the same type as you (usually humanoid). Thus a human caster cannot use this spell on creatures such as animals, monstrous humanoids, or dragons, but can cast it on other humanoids such as dwarves, elves, goblins, and so forth. Subjects with long lifespans (such as elves) are particularly useful for this spell.

Steal youth does not affect outsiders or creatures that cannot be magically aged, such as high level druids and monks. Since the spell takes some time to cast, the subject must be relatively helpless. A successful Will saving throw by the subject means the spell has no effect.

This insidious spell is used only sparingly by the good-hearted—but the infernally inclined often use it to keep the cold touch of death at bay.

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TABLE 4-1: RITUAL CASTING TIMES

NORMAL CASTING TIME	BASE RITUAL CASTING TIME
Free action	1 full round
1 action	5 full rounds
Full round	5 minutes
Other	10 x normal casting time

Casting Time = base ritual casting time x bonus levels added

Material Components = bonus levels added x 25 gp

TABLE 4-2: CIRCLE MAGIC BONUS LEVELS

CLASS	BONUS LEVELS
Same as the leader	+1/3 class level
Same magic type (arcane or divine)	+1/4 class level
Different magic type	+1/5 class level
Nospellcaster	+1/10 class level
Place of power*	+ place's level
Time of power*	+ time's level
Power component*	+ component's level

* Optional. See the Chapter Four for details.

TABLE 4-3: CIRCLE CASTING TIMES

NORMAL CASTING TIME	BASE CIRCLE CASTING TIME
Free action	1 full round
1 action	5 full rounds
Full round	5 minutes
Other	10 x normal casting time

Casting Time = base ritual casting time x spell level x number of participants

Material Components = spell level x number of participants x 10 gp

WITCH FAMILIAR

NAME: _____

RACE: _____

ABILITIES:

STR	DEX	CON	INT	WIS	CHA
Score	Score	Score	Score	Score	Score
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

SAVES:

FORTITUDE

REFLEX

WILL

HIT POINTS: _____

HIT DICE - BASE: _____ BONUS: _____

INITIATIVE: _____

SPEED: _____

AC: _____

ATTACKS: _____

DAMAGE: _____

FACE/REACH: _____

SKILLS: _____

FEATS & SPECIAL ABILITIES: _____

OTHER NOTES:

	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELL SAVE DC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SPELLS PER DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BONUS SPELLS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NUMBER OF WITCH SPELLS KNOWN

WIS MODIFIER

0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HERBS ON HAND

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THE SECRETS OF THE CRAFT ARE YOURS!

The witch is a “naturalist” spellcaster who casts arcane spells using time-honored hearth wisdom rather than the arcane formulae and elaborate theories of wizardry. *The Witch's Handbook*, like other books in the **Master Class** series, presents a brand-new core class and all the information you need to use this class in your campaign. Within these pages you'll find:

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The Witch's
Handbook
GRR1302
MSRP \$14.95 US
ISBN 0-9723599-0-7

